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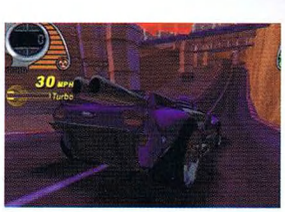

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THIS WAY FOR A HAPPY GAMING XMAS ON EVERY MACHINE!

Christmas... is a time for games!

Hastily assembled games characters wearing Santa outfits? It can mean only one thing – Shrove Tuesday! Nah, it's Christmas! Which means full scale console war in the shops (p.56 should sort things out), Mr Bond's back (p.64) and stacks more huge games in the pages of GamesMaster. Turn over to get stuck in!

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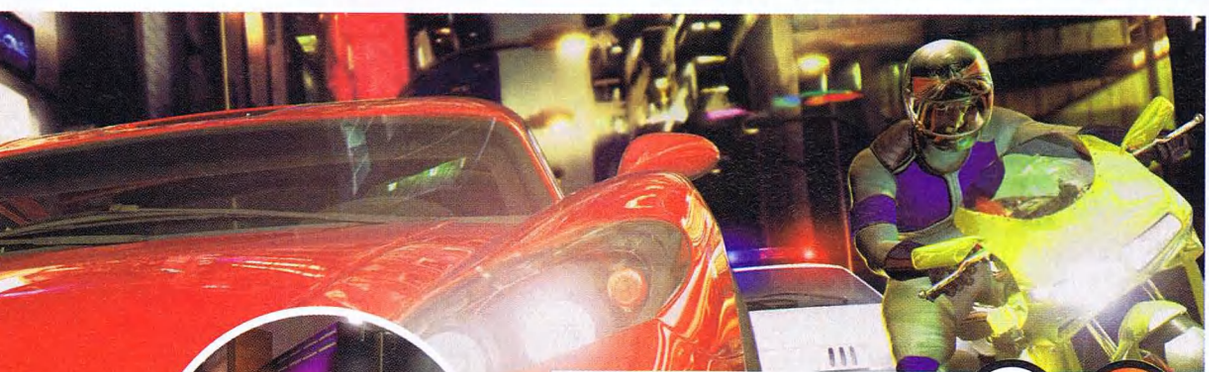
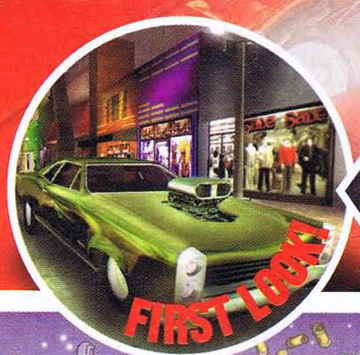
007 nightfire

Her Majesty's finest blasts back on a console near you! Find out if it's shaken and not turd on every format!

p64





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It's Grand Theft Auto – the racer!

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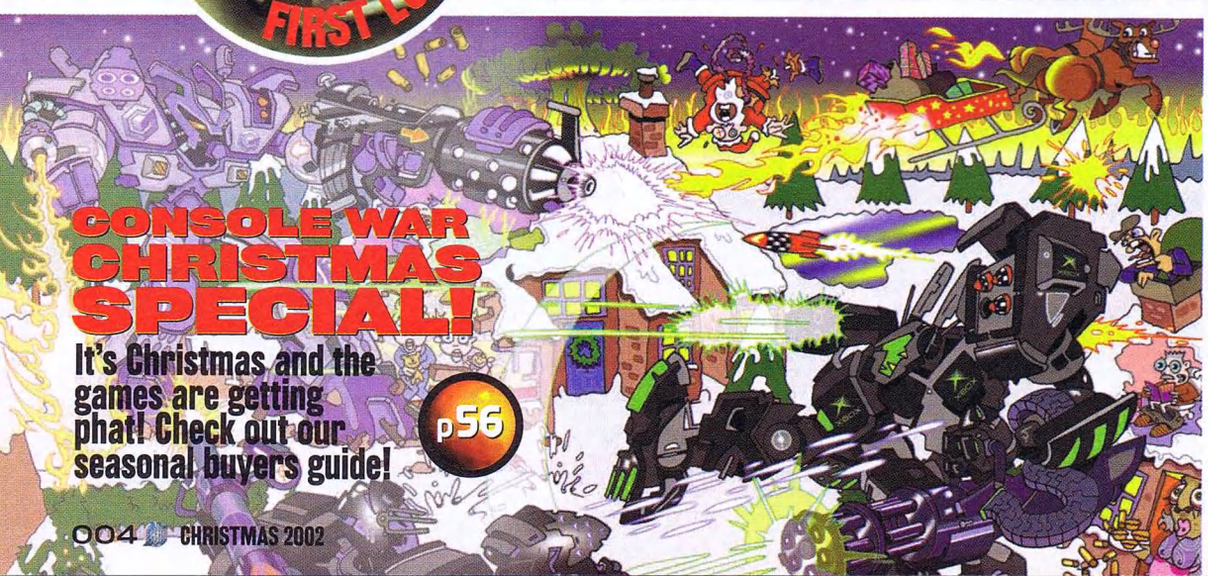

CONSOLE WAR CHRISTMAS SPECIAL!

It's Christmas and the games are getting phat! Check out our seasonal buyers guide!

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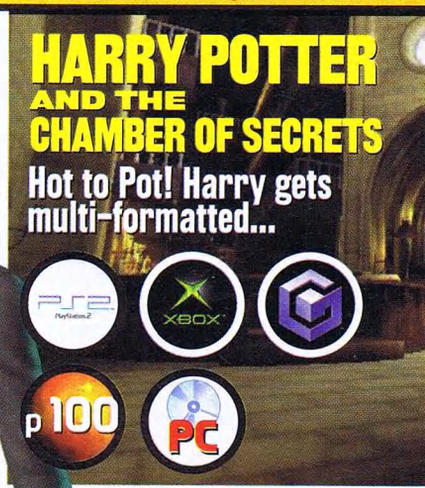

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Hot to Pot! Harry gets multi-formatted...

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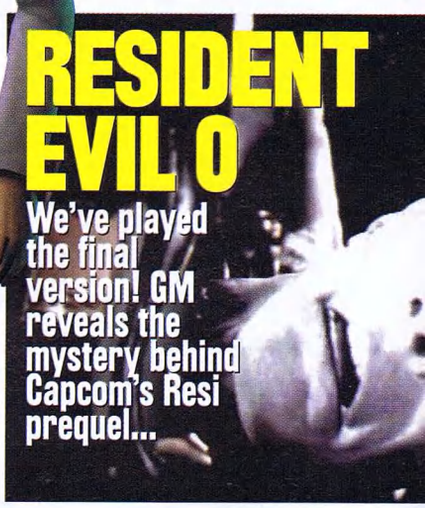
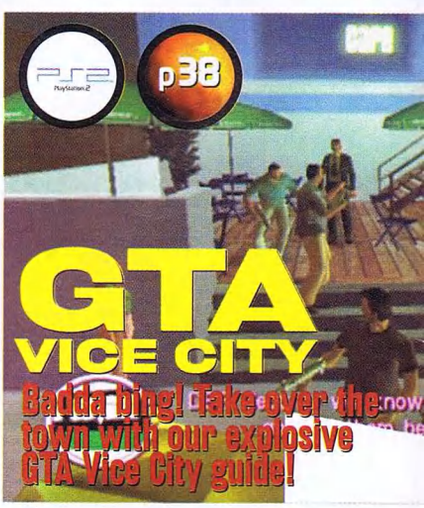


RESIDENT EVIL 0

We've played the final version! GM reveals the mystery behind Capcom's Resi prequel...



GTA VICE CITY

Badda bing! Take over the town with our explosive GTA Vice City guide!

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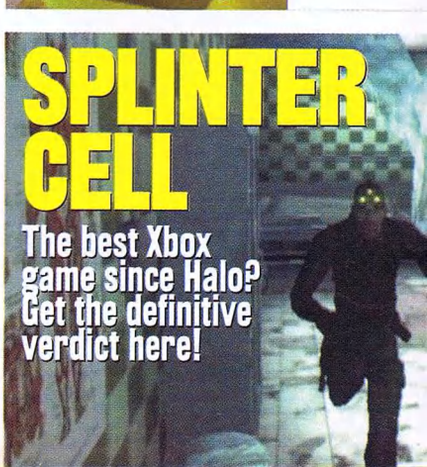

SPLINTER CELL

The best Xbox game since Halo? Get the definitive verdict here!

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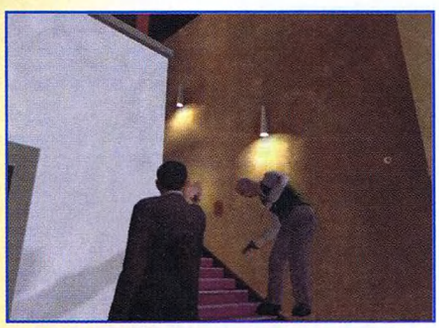

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START READING... NOW!
You're only a *Team GM* away from the hottest gaming goss in the business...

Games Master

TEAM GM

Who's in GM #128! It's Christmas!

READER of the MONTH!

SAM HIRSHAM
HIRSHAM BOY!

The young chap we've singled out for special mention is young Sam from Southport. Not only does he look like a young Jonnie Bryant, but he also wrote to us to say how great we were, and to offer us a few choice suggestions. In repsonse we hope you enjoyed the *Animal Crossing* preview in the last issue and we hope Santa brings you the release date for *Zelda*. Bo!

"I don't really like Christmas. Just looking at this novelty hat brings back such bad memories. Just last year, my mate Bobby passed away, he drowned in a Christmas pudding – he was pulled down by a strong current..."

ROBIN ALWAY
XMAS PUDDING

FAVE GAME: Vice City
WORST GAME: Ty The Tasmanian Tiger
GAME YOU'LL BE PLAYING THIS XMAS: Metroid Fusion
FAVE XMAS THING: Xmas Radio Times

Feeling a little peaky Alex visits the office's First Aider...
Alex: 'Ali, I don't know what's wrong with me, I feel like a Christmas bell...'
Ali: 'Well take these tablets and if there's no improvement, give a me a ring in a week.'

TOM EAST
DUDLEY MOORE

FAVE GAME: Vice City
WORST GAME: Knight Rider
GAME YOU'LL BE PLAYING THIS XMAS: The Getaway
FAVE XMAS THING: Football on Boxing Day

Hi Roy, you look happy.
"Well i just love getting presents and I did really well last year – I got the best present I've ever been given."
That's nice, what was it?
"It was a broken drum kit."
Why's that the best present ever?
"Well, you just can't beat it!"

'Hi kids! It's Santa here! Just though I'd share with you how my Naughty and Nice lists work. I've got a list of all the Nice people in the world and they get the good presents. Then there's the Naughty List and they get rubbish stuff and book tokens. Then there's a seperate list for *Rayman* Fans and they get a kick in the teeth! Merry Christmas everyone!'

Tom executes his latest idea to make money – waiting till Father Christmas has left his sledge then lying behind it, covering himself with antlers and hoof marks – then he sues Santa for negligent driving. It may sound far fetched but earlier this year he won £1000 from the Easter Bunny for sexual harassment.

IAN LLOYD-EDWARDS
CHRIS CRINGLE

FAVE GAME: Vice City
WORST GAME: Toxic Grind
GAME YOU'LL BE PLAYING THIS XMAS: FIFA 2003
FAVE XMAS THING: Booze and food.

ALEX COOKE
TINY TIM

FAVE GAME: Vice City
WORST GAME: Reign Of Fire
GAME YOU'LL BE PLAYING THIS XMAS: Pro Evo 2
FAVE XMAS THING: Drinking before midday.

"I love Christmas as the whole of my family put on an act in our own stage production. This year we were going to the Navity but we had problems finding three wise men and a virgin."

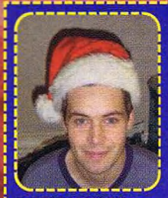
ROY DELANEY
PRANCER

FAVE GAME: Tiger Woods 2003
WORST GAME: Sega Slam Soccer
GAME YOU'LL BE PLAYING THIS XMAS: Pass the Parcel
FAVE XMAS THING: Dean Martin's Christmas album

ALI TURNER
MARY CHRISTMAS

FAVE GAME: Harry Potter
WORST GAME: BMX XXX
GAME YOU'LL BE PLAYING THIS XMAS: Super Monkey Ball 2 on import.
FAVE XMAS THING: Ferrero Roché

Dave's gone to Tom's Lingerie Shop for Christmas gift ideas...
Dave: This bra's absolutely lovely.
Tom: Oh yes, I'm sure your girlfriend will love it.
Dave: Hey, you're right, I'll take one for her as well...

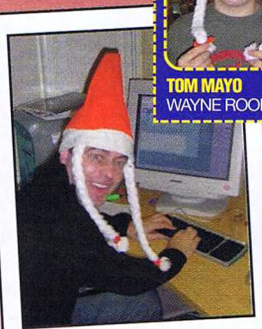


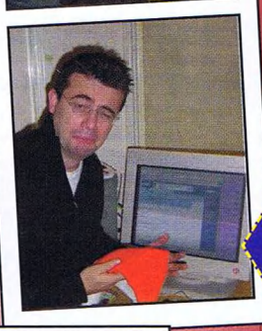
DAVE HARRISON
SNOW BALLS

FAVE GAME: Vice City
WORST GAME: BMX XXX
GAME YOU'LL BE PLAYING THIS XMAS: Rocky
FAVE XMAS THING: Getting my Christmas puppy

TOM MAYO
WAYNE ROONEY

FAVE GAME: Vice City
WORST GAME: Yu Gi Oh!
GAME YOU'LL BE PLAYING THIS XMAS: Golden Sun (still)
FAVE XMAS THING: My birthday is right after it. (Hint hint...)





'I'm sending an e-mail to Santa so he knows what to bring me for Christmas – I've asked for NSync's latest album!.
Hey I've got a reply – it reads "Dear Daniel, you're now a grown man not a teenage girl, so how's about you get some better music taste and a little bit of self respect. How about I bring you a spoon and you can eat my ass. Lots of love, Santa". Right.'

Tom and Ali are in deep conversation about who's better – Jesus or Santa...
Tom: Santa has elves that make us gifts.
Ali: Jesus makes new life and , mends wounded hearts.
Tom: Well Santa leaves gifts under the tree.
Ali: But Jesus became our gift and died on a tree.
Tom: Santa brough me a Scalextric last year.
Ali: We have a winner!

DAN GRIFFITHS
TINY DAN

FAVE GAME: Splinter Cell
WORST GAME: Knight Rider
GAME YOU'LL BE PLAYING THIS XMAS: Timesplitters 2
FAVE XMAS THING: Morecambe and Wise repeats

"Just by looking at these clues I can tell that we had an intruder. The mince pies from this plate are gone, as are the contents of this sherry glass. Therefore I conclude that Father Christmas has been here!"
That's amazing! At which school did you learn your amazing detective skils?
"Elementary my dear Roy, elementary..."

MARTIN KITTS
BAH HUMBUG

FAVE GAME: Tony Hawk's 4 GBA
WORST GAME: Knight Rider
GAME YOU'LL BE PLAYING THIS XMAS: Trivial Pursuit
FAVE XMAS THING: When it's finished...

'I'm skint this year and my girlfriend wants me to buy her diamonds – so I bought her a pack of cards! Well she's already got one joker!' Hilarious...

To get in the Christmas mood, Geraint has been eating Xmas decorations. Sadly the sparkly tat has given him a mystery illness. Fortunately Dr. Dave is there is to offer a diagnosis.
"I'm afraid you've got an acute case of tinsellitis". Ho, ho...

GERAINT RHYS EVANS
XMAS TURKEY

FAVE GAME: Splinter Cell
WORST GAME: Treasure Planet
GAME YOU'LL BE PLAYING THIS XMAS: Hitman 2
FAVE XMAS THING: Pies of all flavours.

JIM MCCAULEY
BLITZEN

FAVE GAME: Vice City
WORST GAME: BMX XXX
GAME YOU'LL BE PLAYING THIS XMAS: Tempest 3000
FAVE XMAS THING: The re-evaluation of Roy Wood's genius

HOT NEWS

CONSOLE WAR GOES ONLINE

Sony's PS2 online plans!

Any chance of the console war "calming down a bit" next year have been blown out of the water with Sony finally announcing their UK plans for PS2 online gaming.

In a move that can only be compared to saying "Come on, then!" while making beckoning motions to Bill Gates, they've confirmed it will be broadband only and are set to launch in the Spring for around £40, a very similar set up to Microsoft's Xbox Live service (see page 12).

Just like the Xbox users, PS2 owners will have to have broadband and then shell out £44.99 for an online starter pack elegantly named Broadband Gaming Pack, which consists of a demo disc, an as yet unspecified online game and an Ethernet Network Adaptor (the bit that lets you connect to a broadband socket). These packs will be available in spring next year, but as yet no specific date has been confirmed.

The biggest shock is the fact that Sony appear to have completely ditched the option of getting online with a 56K analogue modem. This option was supposed to be offered alongside broadband but GM has seen the European Network Adaptor and can confirm it only has a socket for broadband. Sony must have feared it would look too dated and slow compared to the Xbox's connection. Judging by the American PS2 online experience, you also won't be able to surf the net, just play games. Thousands of US gamers are already taking part with *SOCOM: US Navy Seals* and *Madden NFL 2003* proving the most popular.

Only Nintendo are remaining non-commital when it comes to online gaming, and even then, the GameCube version of *Phantasy Star Online* complete with modem add-on will be out in Japan and the States by the time you read this. Like we said, the console war is going online and rest assured, GM will be there with live, as-it-happens reports...

The US Network Adaptor. Ours won't have a port to plug a modem into...

SOCOM: US NAVY SEALS

Socom's the stand out game from those currently available to play online in the US. It's not quite *Counterstrike* but has a nicely realistic military feel...

Eat firey flame you army nasty.

My flame's bigger than your flame.

Hand's up, baby hand's up, gimmie your heart gimmie gimmie...

ONLINE CONSOLE FACT BOX!

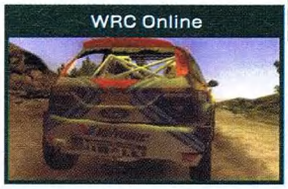
Your at-a-glance guide to what the three big boys are planning...

	PS2	XBOX	GAMECUBE
CONNECTION	Broadband	Broadband	Broadband/Modem
SERVERS	Publishers host games	Xbox Live only	Publishers host games
SPECIAL FEAT	Headset with Socom	Headset voice communication for all games	Modem bundled with Phantasy Star Online.
STARTER KIT	£44.99	£39.99	To be confirmed
UK RELEASE	Spring 2003	Nov 30 test	To be Confirmed (Come on Ninty, make your mind up!)

THE GAMES

This is the current line-up of games that will be online compatible in the UK. While it's lacking a *Tony Hawk's* or a *Pro Evo*, it's quite a healthy list of launch titles. Driving's well catered for with *World Rally Champ* and *ATV* (PSone fave *Destruction Derby* will also be there at launch but no shots yet), there's footy (*TIF4*), military mahem (*Socom* and *Hardware*), bizarreness (*My Street* and *Frequency*) and the venerable and always fun car-nage of *Twisted Metal*. Expect more to join from the likes of Capcom, EA, Activision and Eidos as we near lift off...

WRC Online



Twisted Metal Online

Socom: Navy SEALS

Hardware: Online Arena

This is Football 2004

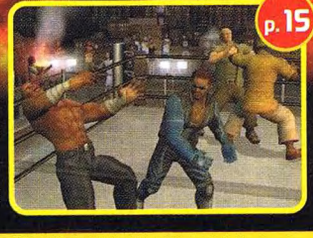
My Street

ATV Offroad

Frequency 2

p. 10 **RESI 0**
So what did cause all that aggro in Raccoon City? And what did Umbrella have to do with it? And why on a train?

p. 12 **XBOX LIVE**
It was big enough before, but now the old suitcase is going global with Xbox Live. So what does this mean for the future of gaming? We've got all the gen...



p. 15 **DEF JAM VENDETTA**
Now that's what I call a franchise. Filthy, dirty streetfighting, only in a ring AND with the chance to play as all your favourite Def Jam rappers. It surely stinks of genius.

MOBILE WARS COMMENCE!

Phone companies go handheld

Game Boy Advance, for so long the undisputed handheld gaming champ, is set to face its toughest challenge yet in the form of a new mobile phone come games console from Nokia.

Called N-Gage, it boasts wireless same-room multiplay (no more link cables!) as well as online mobile gaming. Games will come on a memory stick, but there's no price or list of titles. However, good news comes in the form of Sega's commitment to the platform, which could give us reason to pick one up when it launches in February. More details and hopefully a price next issue.

The previously-aborted Red Jade unit from Ericsson (now Sony Ericsson - conincidence?) with its 64-bit CPU, Bluetooth connectibility and 3D graphics engine is also now apparently back on according to latest rumours. It'll have titles rivalling PSOne, cost a hundred bucks and let you download games. Probably.

Of course, it's entirely possible this could be the start of a new wave of handheld gaming, as the mobile phone market goes into hyperdrive. We'll wait securely on the fence until we see some good games before we start writing off the GBA though.

David and Goliath!

You only need to look in the gaming graveyard to see what happens to companies who take on the mighty Nintendo hand-helds. It's virtual suicide!

▲ SEGA Game Gear. Big, battery-hungry, but in colour. Died slowly.

▲ Atari Lynx. Technically great, but hardly any good games.

▲ Neo Geo Pocket Colour. Brilliant machine. Brilliant games. Eh?

▲ Tiger.com. An internet-ready filofax. Struggled very briefly.

LARA MISSES CHRISTMAS!!

Angel of Darkness slips to Spring

After a frantic few months, nearly all the games vying to be Christmas number one have been released and rated. But there's one person that is noticeable by her absence. It's Lara Croft! Ever since her debut in 1996, there was a *Tomb Raider* released every Christmas till 2000. She was as regular as Santa! But now she's been missing two holiday seasons in a row.

Yep, *Angel of Darkness* has slipped to February, which means she's going to lose out on the Christmas spending. Three consoles all trying to squeeze cash from gamers with some the best games ever made – it really is the season to be jolly. Also with console prices so ridiculously low it's never been so cheap to become a multi-format gamer. There's some serious competition for Xmas number one. Have a look at our guide to the runners and riders set to fly off the shelves in the run up to Xmas...

Who's Going to be Christmas Number One?

Tony Hawk's Pro Skater 4 GTA: Vice City Smackdown: Shut Your Mouth!	Splinter Cell Timesplitters 2 Blinx: The Time Splitter	Mario Sunshine Star Fox Adventures Eternal Darkness

They're all amazing games but GM reckon the only likely winner is *GTA: Vice City*. It was GM's highest scoring game of the year (so far), *GTA3* is the biggest selling PS2 game ever and more people have PS2 than any other console – Rockstar will have Merry Christmas...

SCANDAL MONGER

GTA3 GBA - XMAS IN HEAVEN

After months of speculation, latest rumours suggest that thet the handheld port of *GTA 3* has been canned. No Christmas release. No miniature mayhem a la *Vice City*. Just a solitary wreath. Still, after the shocking conversion of *Driver 2* to GBA, it could well be for the best, as 3D titles aren't the easiest to covert. RIP.

GT4 - HALF AND HALF

Apparently, the fourth installment of the 'Big Tourer' is 50% complete. But if you're a 'half-empty' sort of person, there's still 50% to go. Which means a long wait. And as we still don't know whether it's online. Here's hoping.

IT'S A RARE THING

After the recent Microsoft buyout, there have been rumours circulating that Rare is working on a huge MMORPG - that's a 'massively multiplayer online role-playing game' for those with fast-talking gobs. Heading the project are Mark Edmonds and Duncan Bottwood of *Goldeneye* fame. There's no title as yet, but the names *My Garden*, *Secret Garden* and *Gnomeman* have been trademarked by Rare. Expect an announcement at E3 2003.

BEST OF THE BEST

More fighting shenanigans this month as Konami bleats about an 'All-Star Fighting' game for the end of 2003. There'll be a plethora of characters, but not just from Konami world - you can expect to see *Yu-Gi-Oh!*, *Bomberman* and the *Transformers* amongst others from gaming bods Hudson Soft, Genki and Takara.

SWAMPY'S BACK

X02 saw the unveiling of TDK Media's new party title, *Shrek: Super Party*. Aimed squarely at the kids and family market, you'll get to play your fave ogre and friends in an electronic boardgame not dissimilar to *Mario Party*.

ONLINE EVIL!

First ever shots of *Resi Online*!

This is how *Network Biohazard* or *Resident Evil Online* (as it'll probably be known over here), will look! These amazing new shots show what will be one of the biggest games of 2003 *and* the only fresh *Resi* action allowed on PS2 for ages. With Sony confirming their on-line plans, the prospect of playing the mother of all survival horrors over the net creeps closer...

FRIENDS AND FAMILY

As well as the 3 other on-line players, there will be a collection of non-playable characters that you're have to interact with to get on. How you treat and look after them will effect the outcome of your mission – you've enough on your plate with a bucket load of zombies shuffling about without making enemies of the last remaining civilians!

▶ The best place to get answers is in one of those Umbrella laboratories.

▲ Look out! It's a small child! Oh the horror! She'll have your face off!

ASSAULT ON PRECINCT RACOON!

The game takes place around the time of *Resident Evil 2* as the T-virus rips through Racoon city, turning the place into a zombie infested hell-hole. We've only seen the attack on the town in cutscenes from *Resi 2* and *3* so hopefully the game will be able to answer some questions about what actually happened, like the role of the Umbrella mercenaries during the turmoil and the length of the siege of the police station.

▲ They'll be whole new parts of Racoon to explore.

▲ Just like *Resi 2*, the streets are zombie infested.

Who are these guys? They look a lot like Umbrella mercenaries...

WIN A RESIDENT EVIL WRISTWATCH!

Here's a special competition for all you *Resi* fans, giving you the chance to win one of these amazing *Resi* watches that are only available in Japan! The timepiece has a sophisticated dark shading and has a subtle Umbrella logo on the face – you can just imagine Wesker using it to organise the day's evil.
We have two to give away and all you have to do is answer this simple question.

Who is the male playable character from *Resident Evil 3*?

Answers must be sent to the following address.
Time For Evil Compo
GamesMaster
Future Publishing
30 Monmouth Street
Bath
BA1 2BW

The first two correct answers plucked from Tom's magic hat will win the watches.

MONSTER SQUAD

There are eight playable characters in the game, most of them not trained fighters, just plucky Racoon citizens. Choosing one, you'll play along side 3 other online players – each character then has seperate duties and puzzles to solve to help the team as whole.

▲ Here's copper Kevin and Subway worker Jim.

▲ The gang have a quick chat before they set off.

▲ Here's Security Guard Mark and Yoko.

It may be online and have multiple character gameplay, but it's still as gory and grisly as ever. Expect another 18 certificate.

RESI 4 ON ITS WAY

There's more exciting *Resident Evil* news as Capcom are shortly going to reveal details about *Resident Evil 4*! Coming out on the GameCube this will be the game that pushes the whole Umbrella saga forward after all the revisting we've been having lately. We'll hopefully have first screens and details for you in the next issue.

And it seems the GameCube is Capcom's console of choice as they announced they're developing another five titles all with a more mature edge.

▲ Link may look cartoony but he can still can kick arse when it comes to boss confrontations.

▲ This might look like a major problem but Link can roll to put himself out. A handy hint if you're on fire.

LEAF IT OUT

Another wicked little function is the Doku Leaf which lets you glide between seemingly unreachable areas. Just using mother nature Link can drift along through the air. Whip it out, whip it open and sail gently away but you'll have to adjust for the wind.

▲ How eco-friendly is Link. He's a right tree hugger.

ZELDA GETS WIND!

» Stunning new shots and facts!

More *Zelda* news this month in the form of a trailer uploaded to the Nintendo of Japan website. It shows off the cel shaded graphics quite admirably and is poised to start running in American cinemas right about now. You'll see a young girl talking to Link - and guess what? It's his sister!

Somewhere along the line, she goes missing and Link ends up searching for her across a series of islands and dungeons. Does this mean there'll be no Princess Zelda? Unlikely - after all, it is a *Zelda* game! Get yourself over to **ftp://ftp.futurenet.co.uk/pub/dailyradar/nintendo/zelda_60_320x240.mov** to download the trailer yourself. It'll take about five minutes on 56.6 KbPS modem.

The game's finally got an official name *Legend of Zelda: Winds of Tokuto*. A 'tokuto' is a wand and it seems that Link will have the power to harness the wind though the wand.

If you really can't wait for the UK version next year, you'll be wanting the Japanese cut, which is due December the 13th. We can't wait. Expect huge amounts more very soon.

There she is! Link's little sis! Bless. Do not attack with a pig.

STOP PRESS! NINTENDO ARE GOING TO RELEASE A SILVER GAMECUBE IN JAPAN!

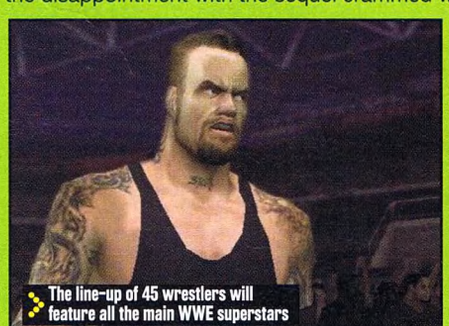
I AM XBOX, HEAR ME RAW

» WWE: Raw 2 out next April!

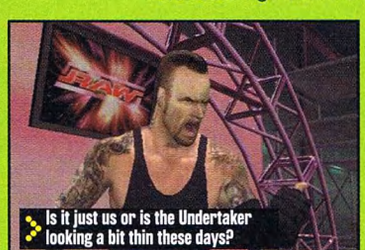
Raw's graphics were always impressive, it was mainly the gameplay that sucked.

It's only been a matter of months since Xbox gamers got their own slice of sports entertainment with the original *WWE Raw* but THQ have released details of a follow-up.

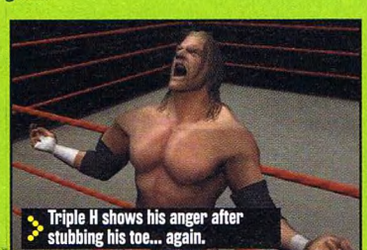
Sadly for Xbox owners *Raw* was the weakest of the three WWE games and wasn't a patch on the almighty *SmackDown!*, so now THQ have a chance to make up for the disappointment with the sequel crammed with some top new features. They'll be a total of 45 wrestlers to select from, all rendered like only the Xbox can. Then many of the features that make *SmackDown!* so successful have been added, including backstage areas and a multi-player Season mode. Totally exclusive to *Raw* will be the ability to download music on to the Xbox harddrive and use it to create your own Superstar entrance. So you could have the Rock striding in to "I'm Every Woman". Or something. All this combined with an enhanced control system and sweet gameplay should hopefully make amends for the shortcomings of the original.



The line-up of 45 wrestlers will feature all the main WWE superstars



Is it just us or is the Undertaker looking a bit thin these days?



Triple H shows his anger after stubbing his toe... again.

SCANDAL MONGER

MINATURE METAL GEAR 2?

Hideo Kojima, Director of the *Metal Gear* series, has confirmed that he's working on a GBA game in a recent issue of *Weekly Famitsu*. The name has yet to be disclosed, but we reckon it could be some sort of *Sons of Liberty* port. The GBC *Metal Gear* was wicked, so it makes sense for Konami to milk the franchise as dry as it can. Fingers crossed for *MGS 2*.

GAMESMASTER SPECIAL EDITION.

Still can't decide which console to buy? Never fear, as *GamesMaster* comes to the rescue with a tasty spin-off issue, *What Games Console?* Packed with 114 pages of down-to-earth info, there's also a sparkly DVD showcasing each machine, as well as a natty function that lets you compare the same title across all three fomats. All your gaming woes answered, all your next-gen fears allayed - just £3.99.

BACK FROM THE DEAD

It may have been canned in TV land, but *Futurama* is set to appear on all three platforms next Spring in the guise of a third-person shooting/adventure. As either Fry, Bender, Leela or Dr. Zoidberg, your task is to stop Mom (the aging Old-Fashioned Robot Oil tycoon) from taking over the universe If the graphics are anything like the quality of the show, we're in for a treat.

GIVING IT AWAY.

Well, almost. Nintendo has started an awards scheme that sees you bag 750 star points for every game registered with Nintendo Europe. Browse the catalogue to see if there's anything you fancy, including the brand-new wireless controller, Wavebird. It'll cost you 4,500 points mind, but it's better than a kick in the chops.

GETAWAY? NEVER!

Despite the fact that *The Getaway* hasn't even materialised yet, Team Soho has already said it's planning an expansion pack! Scheduled for two years' time (that'll be 2007, then) you'll get an extra 12 missions - that's 50% more - based on Mark Hammond.

THE MOST ADVANCED MAG EVER.

From Future Publishing, the makers of the heroic *GamesMaster*, comes *Advance*, the revamped magazine dedicated to the mightiest little handheld. Due on the shelves November 27th, £3.50 will get you the mag (obviously) two free batteries and a £5 voucher for GAME. Rejoice!

XBOX GOES LIVE

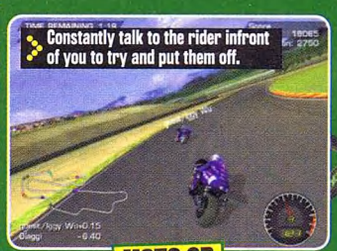
» GamesMaster test drives Xbox online!

We've banged on and on about Xbox being able to go online since the days when we still thought the green blob would light up on the finished machine. It's now a reality. GM were among the first in the UK to get hold of an an Xbox Live Starter Kit. Okay, it might look like a man's handbag but inside there's everything you need to start playing online. Here's how it works and details of how you can get involved right now.

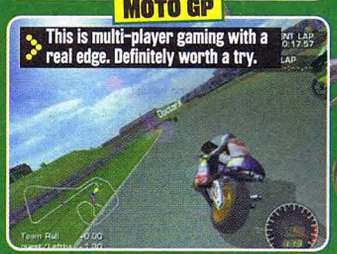
FIRST IMPRESSIONS

Playing *MotoGP* online is incredibly smooth, and because of the 'always on' nature of broadband, entering an online game is as seamless as starting up a traditional multiplayer game. Choose to 'Play Live', and you can jump straight into the quickest available game, be picky with the Optimatch option to find a game that matches your tastes, or set up your own game.

Thanks to the speed of broadband, there's no noticeable lag in the races at all, and you can speak to the other racers while you speed around the track. Taunting the person behind you, or people you've knocked off their bike is always fun, and everyone we raced was really friendly and enthusiastic about the new service. The biggest problem is that you need a broadband connection to use it. They cost around £30 a month and only 66% of the population can get them. But the sheer amount of fun we've had with it so far means we reckon it'll be worth it. Full review soon.



MOTO GP



WHAT'S IN THE STARTER KIT?

Everything you need is included in the pack. Here's what you get for your 40 quid:

The Xbox Communicator headset, a disc with the software update your Xbox needs to go online, plus online demos of *Whacked!* And *MotoGP*. There's even a natty, limited edition Memory Unit, to store your details on for when you go round a mate's. Not bad.

SETTING IT UP

Setting it all up is easy.Just pop the disc in your Xbox, and it automatically updates the big black beast, adding a fourth option – Xbox Live – to the usual Memory, Music and Settings options that occupy the Xbox dashboard. Then just plug your broadband connection into the Xbox using an ethernet cable (not USB), and you're ready to go.

▲ Your Xbox will now have an extra option in the menu screen. Select Xbox Live and enter what Microsoft hope will be the future of gaming.

WHAT GAMES?

Here are just a few highlights from the treats in store for online Xbox gamers.

TRUE FANTASY LIVE ONLINE

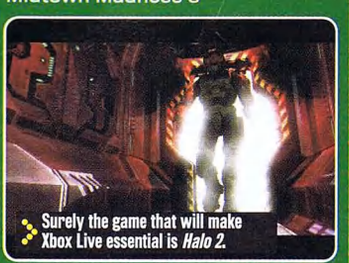
▲ A rival for Final Fantasy 11 on PS2?

THIS YEAR...

Unreal Championship
Tom Clancy's Ghost Recon
MechAssault

2003...

Star Wars Galaxies
Halo 2
Counter-Strike
Project Gotham Racing 2
True Fantasy Live Online
Return to Castle Wolfenstein
Midtown Madness 3



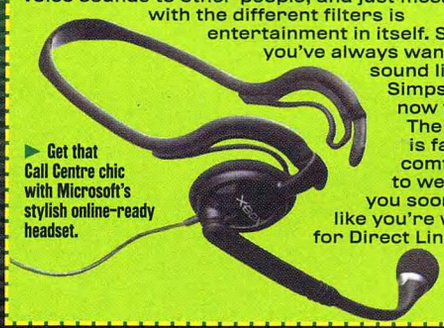
HOW YOU GET IT

You'll be able to get on Xbox Live yourselves from November 30th, when Starter Kits will be available through www.xbox.com/uk. That date marks the start of the Xbox Live Test Drive, a test of the service open to everybody. Costing £39.99 and including your subscription until March 2004, it's reasonably priced although with broadband subscriptions there are some pretty big longterm costs. The Xbox Live service kicks off on March 14 and we'll bringing you much more about it in the next few issues...

XBOX LIVE

VOICE COMMUNICATOR

The speech that comes through the Voice Communicator is as crisp as what you'd normally hear on a mobile phone, and the voice masking is funny. The options screen lets you hear how your voice sounds to other people, and just messing about with the different filters is entertainment in itself. So if you've always wanted to sound like Marge Simpson, well now you can. The headset is fairly comfortable to wear but you soon feel a bit like you're working for Direct Line.



▶ Get that Call Centre chic with Microsoft's stylish online-ready headset.

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SIM-SATIONAL!

PARTY TIME! While you'll have to spend a while carving out a life for yourself, most of the time will be spent mingling with all the other Sims and the local drinking and night spots.

▲ *Sims Online* has a special text feature so you can chat in English rather than the Sim's speak.

▲ While partying all the time seems like fun, make sure you've got a job to fund the late nights.

» Sims Online nearly here!

***The Sims*! Online! Just imagine it – create your own virtua alter-ego and chat, party and start families with other on-line users! *Sims Online* is a never-ending alternative reality where you can create another existence for yourself using the same gameplay as the original *Sims*.**

It sounds wicked and it could be one of the biggest games of all time...just as soon EA pull their finger out and release it.

So far EA have not confirmed a release date, but we hear word that it is coming soon. Some retailers have it down for a December release but we'll have to see. What can be confirmed is that both McDonalds and Intel have paid EA to become part of the game. So now you'll be able to play games on an Intel computer and munch on Big Mac – online. Despite the lack of an official word it also seems *The Sims* are their way to the GBA. Details are scarce. Loads more *Sims* next issue.

TEXT APPEAL

Congratulations! You've won an all-expenses paid trip to SimCity!
I'm so happy that you won. (Even if I deserved it!)
Wait, this isn't the line for the movies is it?
What a tough final question

As addictive as a chat room and The Sims combined. You have been warned...

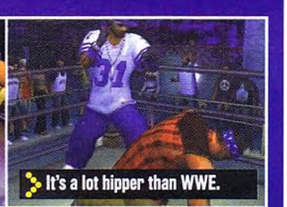
WE ARE 10!

It's true! GM is nearly 10 years old! Which, in the here today, recycling bin tomorrow world of mags is a bit of an achievement. If we were a dog, we'd be 103 or something fer cripesake! But save your party poppers and put them shaken up bottles of cherryade – carefully – back in the fridge because the happy day doesn't actually happen until issue 130, due out on 27 January.

To celebrate being older than the internet (well, sort of) we're planning an extra special issue. As well as giving away our best ever free gift, and running our biggest ever compo we're also planning some cool features on the history of the mag. If there's anything you'd like to see email us at gamesmaster@futurenet.co.uk or write to: You Are 10! at the usual GM address. More next issue on what's going to be the best ever issue of GM until our Golden Jubilee in May 2042. And that's guaranteed.

There's a 4 way multi-player.

Check out the Dj at the back!



It's a lot hipper than WWE.

EA OPEN UP A CAN OF WHOOP-ASS!

» Def Jam Vendetta revealed!

Try and imagine *Wu-Tang: Taste the Pain* mixed with *SmackDown!* and then spiced up with the kind of over the top action that EA Big can create. Got it? Well you're some way to imagining *Def Jam Vendetta* from EA.

It's wrestling but given a whole arcadey twist, incorporating 1500 bunching crunching moves. And if that wasn't enough out of the 45 characters, 12 of them are rappers from the Def Jam label (hence the name) including Method Man, DMX, Ludacris and Redman.

The game will out for the PS2 and GameCube this February in the States, but as of yet a UK release date hasn't been confirmed.

THE SYMBOL OF FEAR!

» Europe gets new ratings

Europe is to get a new standardise rating system for games. The Interactive Software Federation of Europe (ISFE) announced that games will now be given one of five new categories which judge game to suitable for – aged three and other, seven and over, 12 and over, 16 and over and lastly 18 and over. This is to protect younger gamers from violent, sexual or scary content. Or fun.

Also just so each gamer knows what sort of game they're getting each pack will have up to two symbols indicating the nature of the content. And what great symbols they are. Now violence, sex, drugs, fear, discrimination and bad language all have they're own sign. Look away now if you're of a sensitive disposition. And remember, don't have nightmares.

▲ Beware of 3 finger violence ▲ Sexual content. No really. ▲ Reference to drugs. Ok. ▲ Seagulls? No, bad language ▲ Discrimination. What? ▲ The sign of scariness. Brrr.

THE FANTASIES ROLL ON...

» Lots more FF ahoy!

We've got some hard facts and new shots on the three *Final Fantasies* due next year.

The biggie is *Final Fantasy X-2*, the true sequel to *FFX*. Three female characters are due to star, Rikku and Yuna, plus a brand-new as-yet unnamed beauty. There's also a lean to the action side of things, with run and jump functions, as well as the canning of the Sphere, Overkill and Overdrive features. Kiss those Aeons goodbye. In addition to the upcoming online behemoth, *Final Fantasy 11*, RPG aficionados will think they've died and gone to Square heaven. We'll see you there.

◄ Once again there are plenty of stunning locations. But expect more action this time.

► Yuna, one of the main characters, leaps on the back of a landspeeder. Can't wait to have a ride.

THE SUPPORTING CAST

As well as the PS2 *FF*, GameCube gets its exclusive *Final Fantasy Crystal Chronicles*, complete with a GBA version which plays a major part of the game. The design is very akin to *FF IX*, with super-deformed, fantastical characters and comes from Akitoshi Kawazu, the Director of the seminal SNES classic *Legend of Mana*.

Then there's *Final Fantasy Tactics Advance* for the, erm, Game Boy Advance. It's looking bright and colourful, with a tile-based battlefield, similar to PSone original.

► Bootiful. How GameCube does that look? It's been tooo long.

▼ Game Boy Advance just gets better and better. As this all-new shot proves.

JOB ON GM!

Do you love games? Goes without saying, really. How about writing? Excellent. Then this could be your best job in the world ever. No, really. The UK's best selling multi-format games mag (us! GM!) is looking for a talented new writer.

You'll need to know and love games and be able to write opinionated, entertaining copy about them for every section of the mag. We're after someone who works best under pressure, is keen to learn new skills and wants to be at the heart of one of the most exciting periods in gaming history.

One more thing. You must be at least 18 and able to work at GM's office in Bath. Every day.

To apply, send your CV, examples of your work and a 200 word review of a recent game written in GamesMaster's style to: recruit@futurenet.co.uk. Or write to GM Writer Job, Human Resources, Future Publishing Ltd, 30 Monmouth Street, Bath. BA1 2BW.

DOH! DOH! AND DOH AGAIN!

GamesMaster would like to apologise for two recent mistakes. We're fools!

First off, in our November issue, we (okay, TOM EAST) managed to add a 2 to the end of a review of *Devil May Cry* on Platinum. Obviously, *DMC2* isn't expected for some time and when we do review it, expect a slightly bigger piece. Secondly, the closing date in December's *Lord of the Rings* compo was given as Oct 31, the very day that issue went on sale. This has now been officially extended to 20 December to give everyone a chance to enter. Sorry. Loaded revolvers have been placed on the guilty parties' desks...

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www.tdk-mediactive.com

CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2002 ELSPA (UK) Ltd.
www.elspa.com Words: Roy Delaney

UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?	FORMAT	PUBLISHER	PREVIOUS POSITIONS: Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	Pro Evolution Soccer 2	Probably the best football game ever plays route one to the top	PS2, PS	Konami	-	-	-	1
2	FIFA 2003	Always the bridesmaid – in any other week this would be champ	PS2	EA	-	-	-	1
3	Colin McRae Rally 3	Everyone's favourite grumpy Scots driver still has his fans	PS2, XB	Codemasters	-	-	-	1
4	Timesplitters 2	Mucking about with the time/space continuum in big trousers	PS2, XB, GC	Eidos	1	-	-	2
5	The Sims Unleashed	The tiny simulated ones get all groovy down the pet shop	PC	EA	3	2	3	4
6	Hitman 2: Silent Assassin	Old Kojak features shoots and leaves and nicks your clothes	PS2, PC, XB	EA	2	1	2	4
7	Burnout 2: Point Of Impact	Fly, be free, dent cars spectacularly then watch 'em break	PS2	Acclaim	4	5	-	3
8	Grand Theft Auto 3	Surely there can't be a single PS2 wallah who doesn't own this yet?	PS2, PC	Take 2	8	8	10	53
9	This Is Football 2003	A third football title in the top ten makes the charts look V sporty	PS2	Sony	5	4	5	4
10	Super Mario Sunshine	You are my sunshine, my only sunshine, you make me happy...	GC	Nintendo	6	3	1	4
11	Conflict: Desert Storm	Look at this as basic training for when we all get called up next year	PS2, XB, PC	SCi	7	7	6	7
12	Crash Bandicoot: Wrath Of Cortex	Just when you thought you'd seen the back of the old marsupial...	PS2, XB	VU	9	27	-	26
13	Monsters Inc	Big fluffy green beasts still fill you with gaming awe and joy	GBA,PS2,GBC,PS	Sony/THQ	10	12	13	31
14	Rollercoaster Tycoon 2	Scare the bejabers out of tiny fake people with your contraptions	PC	Infogrames	11	-	-	2
15	Tony Hawk's Pro Skater 3	Roam huge urban vistas in giant baggy shorts and then fall over	PS2, PS, GBA	Activision	14	17	18	49
16	The Sims Deluxe Edition	Does that mean there'll be an giant sheepdog in it? Oh, *deluxe*...	PC	EA	20	18	-	3
17	Dancing Stage Euromix	Leap around your living room like some kind of eejit dervish	PS	Konami	18	20	29	12
18	Gran Turismo 3	This one's been around so long they're driving Model T Fords	PS2	Sony	23	22	20	66
19	Tekken 4	Everybody was kung fu fighting – but it wasn't all that frightening	PS2	Sony	12	10	7	7
20	Need For Speed: Hot Pursuit 2	Play as the felons or the cops in this nifty driving monster	PS2, XB, GC	EA	-	-	-	1

US CHARTS

Was it any surprise that a certain game about hoods in a candy coloured city shot straight to the top of the US charts? So do you think *Vice City*'s going to do the same here too?

US CHARTS

No.	Game	Format
1	GTA Vice City	PS2
2	Combat Flight Simulator 3	PC
3	The Sims Unleashed	PC
4	Rollercoaster Tycoon 2	PC
5	Spider-Man: The Movie	PS2
6	Age Of Mythology	PC
7	LOTR: Fellowship Of The Ring	PC
8	Backyard Hockey	PC
9	Madden NFL 2003	PS2
10	Yu-Gi-Oh! Dark Duel Stories	GBC

KICK!

It's a world of football this month as the two highest new entries are both tributes to the beautiful game, and even dear old *This Is Football 2003* is still kicking about in the top ten. Haven't you had enough of it yet?

▲ It's so realistic that even the Italian tendency for being dirty cheating cloggers is given a decent airing.

▲ Look, we've paid so much to have these names on the shirts we're going to show you them at every opportunity.

SHOOT!

After only a week at the top this high concept shooter finds itself firmly nudged off the podium by a trio of longstanding sports sim faves. But fret not *Splitter* fans, it's still selling in bucketloads. Must be those trousers...

▲ Sorry squire, someone's turned my lighter up to full. Hope I didn't singe your beard mate. Mate? Oops...

▲ Come on now – doddery old lady or flirty raunchy sixth former – who would you choose? And for what?

SLIDE!

After a bold start *Mario* continues his slide down the chart. Could it be that everybody bought it in the first week? Or that not enough folk own a Cube yet to give it longevity? Or even that people like other games better? You decide.

▲ Now the job I'd really like to have is cratemaker on gamesplanet. With all that wanton damage you'd mint it.

▲ Mario began to wonder if he really should have eaten all that cheese before he went to bed. At least he hoped he had.

JAPAN CHARTS

As expected that hairy hero Fox McCloud has swooped right to the top of the Japanese gaming tree with his latest Cubed up adventures. His mother must be very proud.

JAP CHARTS

No.	Game	Format
1	Starfox Adventures	GC
2	Yoshi's Island	GBA
3	Legend Of Stafi	GBA
4	Shin Sangoku Musou 2	PS2
5	Energy Airforce	PS2
6	Dragon Drive	PS
7	Sanji Digiworld SP	PS2
8	Marvel Vs Capcom 2	PS2
9	Culdcept 2nd Expansion	PS2
10	Hack 2: Malignant Mutation	PS2

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is so you can find out exactly what's on the horizon for your chosen format.

NOVEMBER

29th	BIG MUTHA TRUCKERS	Empire	NONE	PS2
29th	BIG MUTHA TRUCKERS	Empire	NONE	XB
29th	BMX XXX	Acclaim	NONE	GC
29th	BMX XXX	Acclaim	NONE	PS
29th	BMX XXX	Acclaim	NONE	XB
29th	BMX XXX	Acclaim	NONE	GBA
29th	BMX XXX	Acclaim	NONE	PS2
29th	COLD ZERO - THE LAST STAND	JoWooD	NONE	PC
29th	DAVE MIRRA BMX 3	Acclaim	NONE	GBA
29th	DEAD TO RIGHTS	Namco	NONE	XB
29th	DEFENDER	Midway	NONE	PS2
29th	DEFENDER	Midway	NONE	GBA
29th	DIE HARD: VENDETTA	Vivendi	NONE	GC
29th	DISNEY GOLF	EA	NONE	PS2
29th	DISNEY SPORTS FOOTBALL	Konami	NONE	GBA
29th	DISNEY SPORTS FOOTBALL	Konami	NONE	GC
29th	DRAGON BALL Z: BUDOKAI	Infogrames	NONE	PS2
29th	DYNASTY TACTICS	THQ	NONE	PS2
29th	DYNASTY WARRIORS III	THQ	NONE	XB
29th	GAUNTLET DARK LEGACY	Midway	NONE	GBA
29th	HOT WHEELS: VELOCITY X	THQ	NONE	PS2
29th	HOT WHEELS: VELOCITY X	THQ	NONE	PC
29th	HOT WHEELS: VELOCITY X	THQ	NONE	GC
29th	HOT WHEELS: VELOCITY X	THQ	NONE	PS2
29th	INDUSTRY GIANT II ADD ON	JoWooD	NONE	PC
29th	ISLAND XTREME STUNTS	Lego	NONE	PS2
29th	ISLAND XTREME STUNTS	Lego	NONE	PC
29th	ISLAND XTREME STUNTS	Lego	NONE	GBA
29th	JAMES BOND 007: NIGHTFIRE	EA	NONE	GC
29th	JAMES BOND 007: NIGHTFIRE	EA	NONE	PC
29th	JAMES BOND 007: NIGHTFIRE	EA	NONE	PS2
29th	JAMES BOND 007: NIGHTFIRE	EA	NONE	XB
29th	JIMMY NEUTRON, BOY GENIUS	THQ	NONE	GC
29th	JIMMY NEUTRON, BOY GENIUS	THQ	NONE	PS2
29th	LEGENDS OF WRESTLING II	Acclaim	NONE	GBA
29th	LEGENDS OF WRESTLING II	Acclaim	NONE	GC
29th	LEGENDS OF WRESTLING II	Acclaim	NONE	PS2
29th	LEGENDS OF WRESTLING II	Acclaim	NONE	XB
29th	LEGO HARRY POTTER	Lego	NONE	PC
29th	MALICE	Vivendi	NONE	PS2
29th	MALICE	Vivendi	NONE	XB
29th	MARIO PARTY 4	Nintendo	NONE	GC
29th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	GC
29th	MEDABOT RPG METABEE	Ubi Soft	NONE	GBA
29th	MEDABOT RPG ROKUSHU	Ubi Soft	NONE	GBA
29th	MEDAL OF HONOR ALLIED ASSAULT	EA	NONE	PC
29th	MEDAL OF HONOR: FRONTLINE	EA	NONE	GC
29th	MEDAL OF HONOR: FRONTLINE	EA	NONE	PS2
29th	METROID FUSION	Nintendo	NONE	GBA
29th	MINORITY REPORT	Activision	NONE	GC
29th	MINORITY REPORT	Activision	NONE	GBA
29th	MINORITY REPORT	Activision	NONE	PS2
29th	MINORITY REPORT	Activision	NONE	XB
29th	MONOPOLY PARTY	Infogrames	NONE	GC
29th	MONOPOLY PARTY	Infogrames	NONE	PS2
29th	MONOPOLY PARTY	Infogrames	NONE	XB
29th	MONSTER JAM MAXIMUM DESTRUCTION	Ubi Soft	NONE	GBA
29th	MORROWIND: TRIBUNAL	Ubi Soft	NONE	PC
29th	MYSTIC HEROES	THQ	NONE	GC
29th	NBA LIVE 2003	EA	NONE	GC
29th	NBA LIVE 2003	EA	NONE	PC
29th	NBA LIVE 2003	EA	NONE	PS
29th	NBA LIVE 2003	EA	NONE	XB
29th	NBA LIVE 2003	EA	NONE	PS2
29th	ROCKET POWER: BEACH BANDITS	THQ	NONE	GBA
29th	RUN LIKE HELL	Virgin	NONE	PS2
29th	SCOOBY DOO! NIGHT OF 100 FRIGHTS	THQ	NONE	GC
29th	SCRABBLE 2003 EDITION	Ubi Soft	NONE	PC
29th	SIM CITY	Zoo	NONE	GBA
29th	SPYRO: ENTER THE DRAGONFLY	Vivendi	NONE	GC
29th	SPYRO: ENTER THE DRAGONFLY	Vivendi	NONE	PS2
29th	STAR WARS BOUNTY HUNTER	Lucasarts	NONE	GC
29th	STAR WARS BOUNTY HUNTER	Lucasarts	NONE	PS2
29th	STAR WARS THE NEW DROID ARMY	THQ	NONE	GBA
29th	STREET FIGHTER ALPHA 3	Ubi Soft	NONE	GBA
29th	SYBERIA	Microids	NONE	PS2
29th	THE ELDER SCROLLS III: TRIBUNAL	Ubi Soft	NONE	PC
29th	THE FELLOWSHIP OF THE RING	Vivendi	NONE	GC
29th	THE FELLOWSHIP OF THE RING	Vivendi	NONE	PS2
29th	THE SCORPION KING: AKKADIAN	Vivendi	NONE	GC
29th	THE SCORPION KING: SWORD OF OSIRIS	Vivendi	NONE	GC
29th	THE SCORPION KING: SWORD OF OSIRIS	Vivendi	NONE	PS2
29th	TOCA WORLD TOURING CARS	Ubi Soft	NONE	GBA
29th	TOM CLANCY'S GHOST RECON	Ubi Soft	NONE	XB
29th	TOM CLANCY'S SPLINTER CELL	Ubi Soft	NONE	XB
29th	VIRTUAL CHESS III	Virgin	NONE	PC
29th	WAR AND PEACE	Microids	NONE	PC
29th	WHACKED!	Microsoft	NONE	XB
29th	WORLD RALLY CHAMPIONSHIP II EXTREME	Sony	NONE	PS2
29th	WORMS BLAST	Ubi Soft	NONE	GBA

DECEMBER

5th	REIGN OF FIRE	BAM!	NONE	GC
6th	ASHERON'S CALL 2 FALLEN KINGS	Microsoft	NONE	PC
6th	BEN HUR	Microids	NONE	PS2
6th	BLACK & WHITE	Midas	NONE	PS
6th	BOMBERMAN GENERATIONS	Vivendi	NONE	GC
6th	BUTT UGLY MARTIANS: ZOOM OR DOOM	Vivendi	NONE	GC
6th	CATZ 5	Ubi Soft	NONE	PC
6th	CENTRE COURT: HARD HITTER	Midas	NONE	PS2
6th	CT SPECIAL FORCES	LSP	NONE	PS
6th	DISNEY SNOWBOARDING	Konami	NONE	GBA
6th	DISNEY SNOWBOARDING	Konami	NONE	GC
6th	DOGZ 5	Ubi Soft	NONE	PC
6th	DONALD DUCK: WHO IS PK?	Ubi Soft	NONE	GC
6th	DROME RACERS	Lego	NONE	PC
6th	DROME RACERS	Lego	NONE	PS2
6th	DROOPY	LSP	NONE	PS
6th	G SURFERS	Midas	NONE	PS2
6th	ISS ADVANCE	LSP	NONE	GBA
6th	JUSTICE LEAGUE: INJUSTICE FOR ALL	Midway	NONE	PS2
6th	KNOCKOUT KINGS 2003	EA	NONE	GC
6th	MONSTER JAM MAXIMUM DESTRUCTION	Ubi Soft	NONE	GC
6th	MORTAL KOMBAT: DEADLY ALLIANCE	Midway	NONE	GBA
6th	MORTAL KOMBAT: DEADLY ALLIANCE	Midway	NONE	PS2
6th	MORTAL KOMBAT: DEADLY ALLIANCE	Midway	NONE	GC
6th	MORTAL KOMBAT: DEADLY ALLIANCE	Midway	NONE	XB
6th	ROBOCOP	Virgin	NONE	GBA
6th	SUPER BUST-A-MOVE 3000	Ubi Soft	NONE	GC
6th	THE GETAWAY	Sony	NONE	PS2
6th	TIGER WOODS PGA TOUR 2003	EA	NONE	XB
6th	TIGER WOODS PGA TOUR 2003	EA	NONE	PS2
6th	TIGER WOODS PGA TOUR 2003	EA	NONE	PC
6th	TIGER WOODS PGA TOUR 2003	EA	NONE	GC
6th	TOM CLANCY'S GHOST RECON	Ubi Soft	NONE	PS2
6th	WARIO WORLD	Nintendo	NONE	GC
13th	BRATZ	Ubi Soft	NONE	PC
13th	THE SIMS ONLINE	EA	NONE	PC
13th	THE SUM OF ALL FEARS	Ubi Soft	NONE	GC
Dec	ARMY MEN: AIR COMBAT	3DO	NONE	GC
Dec	CRIMSON SKIES: HIGH ROAD TO REVENGE	Microsoft	NONE	XB
Dec	MIDTOWN MADNESS 3	Microsoft	NONE	XB
Dec	DEAD OR ALIVE BEACH VOLLEYBALL	Temco	NONE	XB
Dec	RALLISPORT CHALLENGE	Microsoft	NONE	PC
Dec	ROBOT WARS 2	Climax	NONE	PC
Dec	ROBOT WARS 2	Climax	NONE	PC
Dec	RYGAR	Tecmo	NONE	PS2
Dec	VALHALLA - FAIRYTALE OF THE GODS	United Coders	NONE	PC
Dec	WARHAMMER 40,000	THQ	NONE	GBA
Dec	WARHAMMER 40,000	THQ	NONE	GC
Dec	WARHAMMER 40,000	THQ	NONE	PS2
Dec	WARHAMMER 40,000	THQ	NONE	XB
Dec	WARLORDS IV: HEROES OF ETHERIA	Ubi Soft	NONE	PC
Dec	BANJO-KAZOOIE: GRUNTY'S REVENGE	Nintendo	NONE	GBA

JANUARY

Jan	APE ESCAPE 2	Namco	NONE	PS2
Jan	BATTLE ENGINE AQUILA	Infogrames	NONE	PS2
Jan	BATTLE ENGINE AQUILA	Infogrames	NONE	XB
Jan	BATTLEBOTS	THQ	NONE	PS2
Jan	BLOOD OMEN 2	Eidos	NONE	GC
Jan	CASTLEWEEN	Wanadoo	NONE	GBA
Jan	CASTLEWEEN	Wanadoo	NONE	GC
Jan	COASTER WORKS II	Xicat	NONE	PS2
Jan	DAKAR 2	Acclaim	NONE	GBA
Jan	FUGITIVE HUNTER	Infogrames	NONE	PS2
Jan	L-2 STURMOVIK	Ubi Soft	NONE	PC
Jan	JIMMY NEUTRON 2: VS JIMMY NEGATRON	THQ	NONE	GBA
Jan	JIMMY NEUTRON 2: VS JIMMY NEGATRON	THQ	NONE	PC
Jan	MERCEDES-BENZ WORLDRACING	TDK	NONE	GC
Jan	MONSTER JAM MAXIMUM DESTRUCTION	Ubi Soft	NONE	PS2
Jan	MONSTER JAM MAXIMUM DESTRUCTION	Ubi Soft	NONE	PC
Jan	PANZER DRAGOON ORTA	Infogrames	NONE	XB
Jan	ROBOTECH: BATTLECRY	TDK	NONE	GC
Jan	SHREK EXTRA LARGE	TDK	NONE	GC
Jan	SLY RACCOON	Sony	NONE	PS2
Jan	STAR WARS BOUNTY HUNTER	LucasArts	NONE	GC
Jan	STAR WARS: THE CLONE WARS	LucasArts	NONE	PS2
Jan	SWORD OF THE SAMURAI	Eidos	NONE	GC
Jan	PANZER DRAGOON ORTA	Infogrames	NONE	XB
Jan	SHREK EXTRA LARGE	TDK	NONE	GC
Jan	SLY RACCOON	Sony	NONE	PS2
Jan	SWORD OF THE SAMURAI	Ubi Soft	NONE	PS2
Jan	THE MARK OF KRI	Sony	NONE	PS2
Jan	TREASURE PLANET	Ubi Soft	NONE	PS2
Jan	TREASURE PLANET	Ubi Soft	NONE	PS
Jan	RALLY CHAMPIONSHIP	SCI	NONE	PS2
Jan	HIGHLAND WARRIORS	NovaLogic	NONE	PC
Jan	TREASURE PLANET	Ubi Soft	NONE	GBA
Jan	RAINBOW SIX: RAVEN SHIELD	Ubi Soft	NONE	PC

FEBRUARY

Feb	ANNO 1503	EA	NONE	PC
Feb	CHAMPIONSHIP MANAGER 4	Sports Int	NONE	PC
Feb	CHAMPIONSHIP MANAGER 4	Eidos	NONE	PC
Feb	DRAGON'S LAIR 3D	Ubi Soft	NONE	PC
Feb	DRAGON'S LAIR 3D	Ubi Soft	NONE	XB
Feb	IGI 2: COVERT STRIKE	Codemasters	NONE	PC
Feb	TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	NONE	PC
Feb	TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	NONE	PS2

WATCH OUT FOR...

JAMES BOND 007: NIGHTFIRE
A Bond game that's halfway ace and isn't *GoldenEye*? Can it be true?

THE SIMS ONLINE
The little fellas are taking over the world. It's a wicked plot I tell you!

CHAMPIONSHIP MANAGER 4
You too can be a stressed Second Division boss on a wet night in Hull.

TRUE CRIME: STREETS OF LA
This chopsocky kung fu driving actioneer is worth getting old for.

PREVIEWS

RESIDENT EVIL 0
We've played the completed US version and finally discovered why Capcom's latest chiller is set on a train. Read on for our exclusive report...

GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES FIRST ♦ THE NEWEST GAMES

OUT: FEB 2003 | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** ANGEL STUDIOS | **PUBLISHER:** ROCKSTAR | **SPECIAL FEATURES:** MULTITAP | **OTHER FORMATS:** NONE | **CALL:** 01753 854 444 | **PLAYERS:** TBC

PREVIEWER

Tom East

Factpack
The stuff you need to know...

Cars	28
Characters	23
Cities	3
Lifespan	50-60 Hours

湾岸 MIDNIGHT CLUB II

ST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME

Rockstar want you to **join their new club.** But is this ultra illegal street racer a *Burnout* beater or ***GTA* with childlocks?**

It's like the races in *Vice City* - only harder, faster and even more illegal! Yep, join this club and you can throw your bike around Hollywood, burn up the Champs Elysee and Trev it past the Tokyo Tower at speeds of over 100 mph.

This could be one of PS2's fastest racers and whilst driving at cheek ripplingly fast speeds, hitting checkpoints in city streets sounds pretty illegal, as our exclusive first play proved, it's nothing when with a blast of nitrous oxide you drive up some steps and leap over the Louvre for a ludicrous shortcut.

It sounds the same as the first game as you get to drive wherever you like around real life cities - but this time it looks like the cars have been touched up with industrial strength chamois leather and Paris, Tokyo and LA look as pretty as Vice City. Then when the illegal street races kick off, the cars are speedier, the traffic's more dangerous and the shortcuts are better than ever.

Softography
These guys have also made...

Grand Theft Auto Vice City	97%
Grand Theft Auto 3	94%
Smuggler's Run	80%
Smuggler's Run 2	81%
Midnight Club	78%

ROUTEMASTER

Unlike in the last game each car drives differently in every race so you can't just follow the lead car any more and hope to win their motor, as they may take an odd shortcut and crash. But then in the next race they take a different route and win. Nope, you'll have to work out the best route for yourself and hit the shortcuts - but even then a lorry could pull out in front of you and it'll be race over.

...you can't just follow the lead car any more and hope to win his motor as he may take a shortcut...

Rockstar are also planning some multiplayer games and there will be some quality *GTA* syle characters to race against. Throw in some top notch bike racing and this could outrun *Burnout 2*.

It sounds a bit clichéd after *GTA*, but as Rockstar told us at our first play in Paris, being bad is good and make no mistake, these ultra illegal races are bad. As in good.

p..26

STEEL BATTALION
One giant joypad, 40 buttons and plenty of reasons to get excited about Capcom's giant robot smasher. We get hands on with Xbox exclusive.

p..24

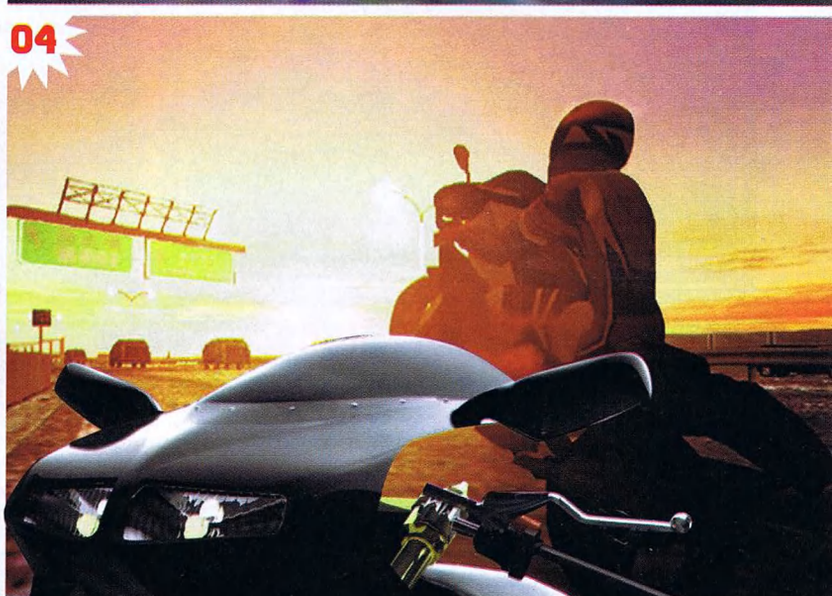
METROID FUSION
After *Yoshi's Island* and *Contra*, another SNES classic blasts on to Game Boy Advance. We go hands on with Ninty's brilliant platform adventure.

PLUS!

RESIDENT EVIL 0..... 22
METROID FUSION..... 24
TENCHU WRATH..... 25
STEEL BATTALION..... 26
APE ESCAPE 2..... 28
THE GETAWAY..... 30

01 02

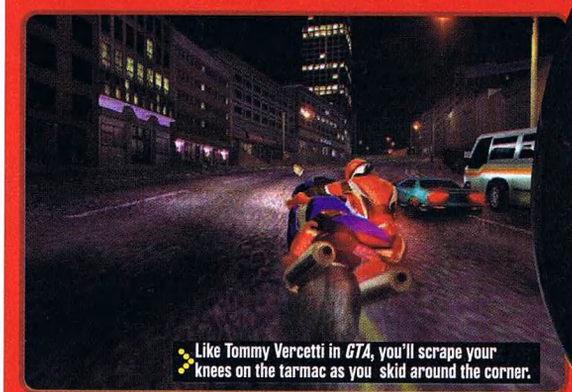
03 04



1. Hold down ◎ to do a burnout on the start line. 2. The detail is these streets is so much better than in the first game. 3. The Bestia's not quick, but it looks cool. 4. The best bit - doing a huge wheelie on the freeway.

Burning Down The Street Doing Endos

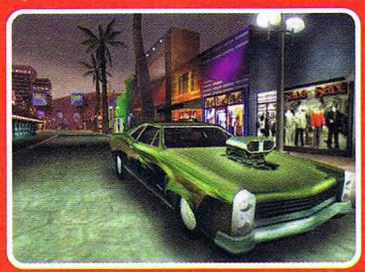
Like *Vice City*, the best thing about *MC2* is the bikes. Faster than the cars, they're great for tight shortcuts down alleyways and weaving in and out of traffic. But tickle a car's bumper and you'll fly over the handlebars.



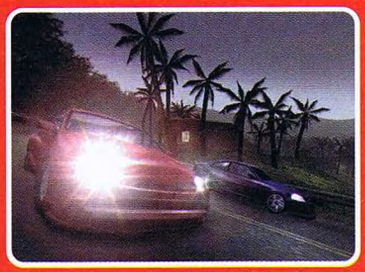
Like Tommy Vercetti in *GTA*, you'll scrape your knees on the tarmac as you skid around the corner.

Compton! Long Beach! Inglewood! It's LA...

This should be the worst city of the three for traffic as no one walks anywhere. Everyone is on the roads. Like LA in real life, you'll drive around in the grid system of highways, and down palm tree lined boulevards, but it all goes mental when you get on the super fast freeways.

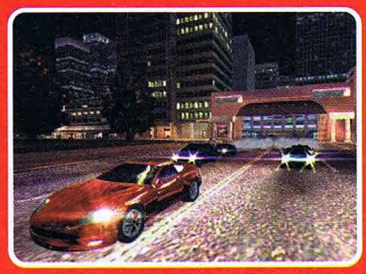


Like *GTA*, there aren't any real cars in *MC2* as Rockstar wanted to mash the motors in big pile ups.



There aren't many landmarks in LA apart from the Hollywood sign and the palm trees. Nice though.

It's LA, so every single road is bigger than a motorway, with about six lanes on either side.



Racing downtown in LA. You can also race in the Hollywood Hills and take shortcut's through the drains.

Sneaky Shortcuts

There are hundreds of shortcuts in the cities, but don't just follow cars as one could take a wrong turning and you'll be screwed. Especially if it ploughed into a wall.

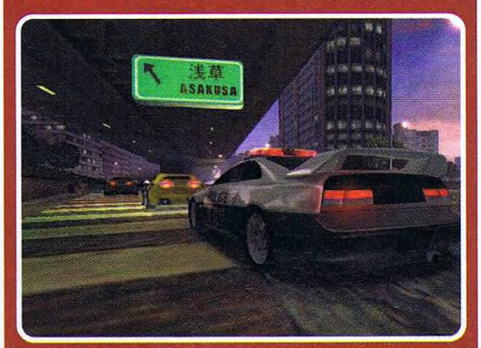
The bikes are great for squeezing through tight alleys like this one.

Illegal Knievel!

It's all going *GTA* again. Yep, press L1 and pull back on your stick and you'll do a huge wheelie, Push forward to do an endo. You'll get no bonus points for this, but you can give yourself a good pat on the back for looking cool all the same.

Call The Cops!

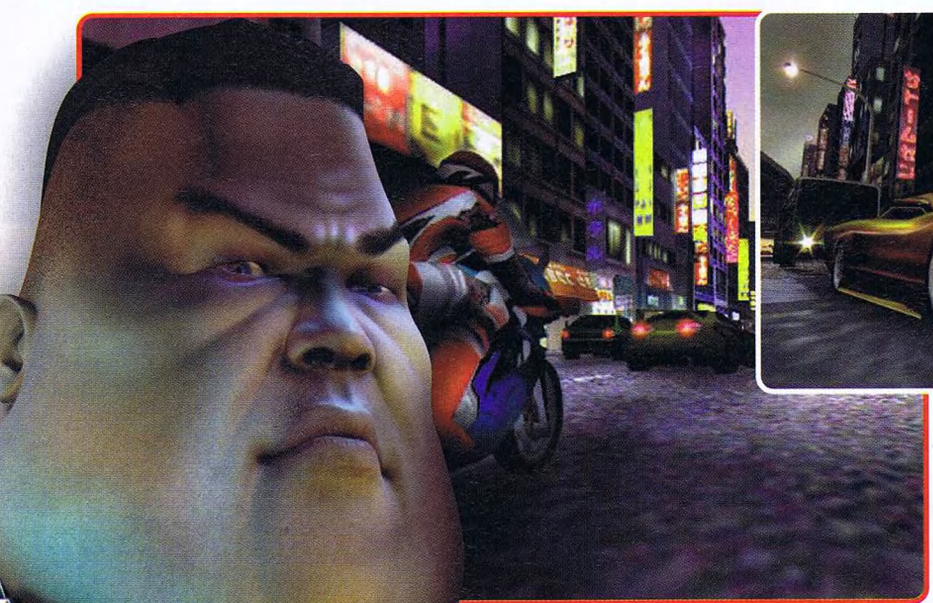
There's no Wanted rating or anything, but you can't speed around cities at over 100mph without the cops chucking their donuts out of the pram and speeding after you. It means you'll get involved in some great car chases.



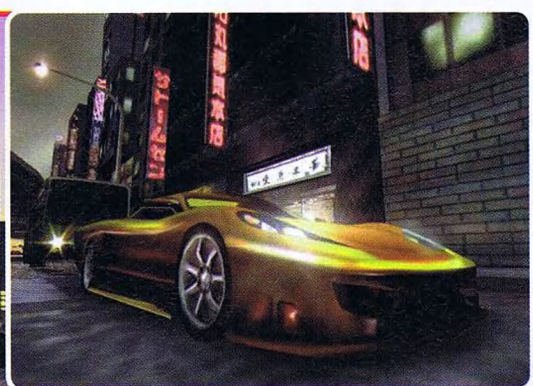
The police cars have been dropped in a vat of Turtle wax. It's almost worth letting them catch you just to see 'em up close.

Got To Get Outta Thaway!

This isn't Slough. Even at midnight, the streets of Tokyo, Paris and LA are rammed with traffic and unlike in the last game, they won't just let you race past. Instead, this is more like *Burnout* as when you drive on the wrong side of the road, and try to avoid oncoming traffic, cars will swerve in front of you, knocking dustbins in your path. Even worse, lorries will pull out right in front of you and kiss your bonnet as you're taking a sneaky shortcut. That's illegal street racing for you.



You need to get behind cars to get in their slipstream before overtaking. It's easier to avoid oncoming traffic on the bike too.



It's not all over when you overtake this coach. There will be plenty of other traffic blocking your path. It could be even more intense than *Burnout*.

Traffic's not the only thing to worry about as rival racers will zip across your path as they take a different route to the end. But don't follow 'em.

I Cannae See

It's all a lie. It's not just midnight racing. You'll race at dusk and dawn as well. But then Midnight, Dusk and Dawn Club 2 would be a bit of a silly title. You can also race in cloudy, rainy and foggy conditions, where the visibilty is absolutely apalling, so you may have to spend time cruising around the three cities learning all the routes and shortcuts before you start racing. Controlling the bikes in the rain will be rock hard too.

Racing through Paris at dawn doesn't look as dangerous as midnight.

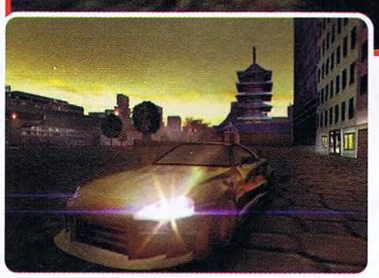
Okay, then how about the fog. You'll really need to know the city well.

Let's All Go To Tokyo!

If you have a need for speed, Tokyo, with its huge freeways is the way forward. You can build up big speeds on its long straights, making it the fastest city in a very fast racer.

What a lovely sunset. The lighting is just as retina rippingly gorgeous as in *Vice City*.

▲ Street Racing. Illegal, but it's not too nasty. You can't ram into pedestrians, sending them flying. Instead they'll leap out of your way as your shiny motor speeds towards them. Good plan.



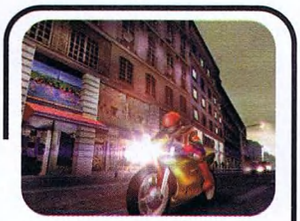
◀ Although Midnight Club is huge, it is really easy to win a few races from the off.

▶ Although the city's aren't exact real life models you will spot landmarks.

Paris. Not Gay!

With all its cobbled side streets, tight alleyways and the most mental roundabouts in the world, the French capital is great for a bit of bike racing. But you'll have to master those handbrake turns to survive in this busy city.

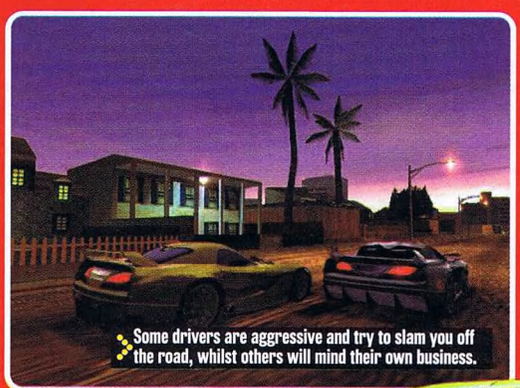
There are more recognisable landmarks in Paris. Look, the Eiffel Tower.



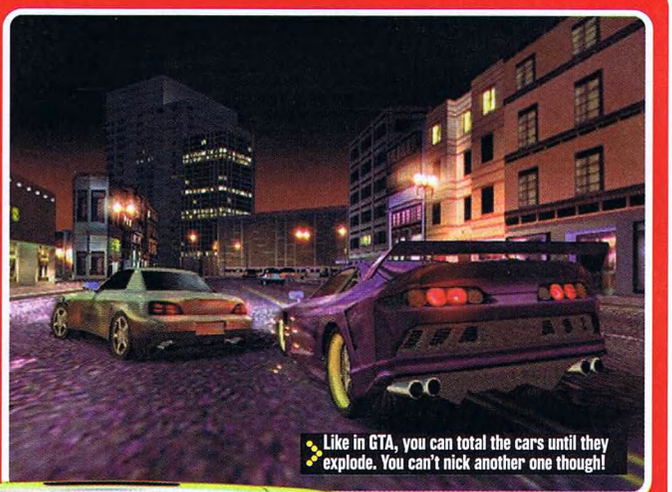
Now time to race down the Champs Elysee. It's just like the Tour De France.

Look At What You Could've Won!

Once again you'll be racing for cars. A character will challenge you, taunt you, then you've got to beat him in a series of races to win his or her motor. Once you've got the bike, you can go back and have a go on some of the races you couldn't win earlier.



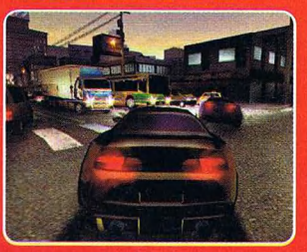
Some drivers are aggressive and try to slam you off the road, whilst others will mind their own business.



Like in GTA, you can total the cars until they explode. You can't nick another one though!

First Impressions

Livin' after midnight, Rockin' till the dawn



Before you ask, no you can't get out of the car. These city streets may glow like *Vice City*'s and *Midnight Club 2* is from Rockstar, but this racer is a completely different game to *GTA*. But looking very good all the same.. While the prospect of speeding in illegal street races in London and New York sounded fantastic, the first game made it seem as boring and safe as The London Marathon. But not only does *Midnight Club 2* look far better, it's faster and feels more dangerous as traffic swerves towards you, causing head on smashes and full on explosions. But if the cars seem fast wait until you leap on a bike. As we all know from *Vice City*, hopping on a bike is guaranteed to put a smile on your face and it makes simply cruising around the city, checking out the shortcuts more worthwhile. Finding out the quick routes is good fun and it's mental when a rival racer speeds right across your path at a T Junction and you just want to follow him and see where's he going. But then when all the cars take different routes you don't get that great feeling of bumper to bumper racing that you get in *Need For Speed: Hot Pursuit 2*.

But the main thing is that everything in *Midnight Club* from the visuals to the speedy motors and the shortcuts have been ramped up. At last it seems that Rockstar have realised that speeding through city streets at over 100mph should be good fun.

GOOD COP BAD COP

Everything from the first game has been improved to make this one of the fastest racers on PS2. The bikes are great too.

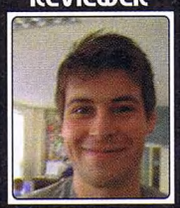
Driving around the city in a car seeking out essential shortcuts can be a bit tedious. Like a Saturday in Rotherham.

WHERE IT'S AT

Just the characters and multiplayer games to be sorted out, but this is nearly ready for February.

OUT: FEBRUARY 2003 | FORMAT: GC | PRICE: £45 | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 846 2550 | PLAYERS: 1

REVIEWER



Dave Harrison

I ain't got no body! The cutscenes are not for the sensitive or squeamish.

Resident Evil 0

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UP

It's complete and we got exclusive peek at the game and reveal the secret behind the T-virus!

The more we see of this game, the more we get excited and the more we have to share with you.

There's just so much to enjoy – a completely new *Resi* adventure, a slick new 'zapping' system but more importantly more plot! Yep, this is the game that finally reveals the secret behind the release of the T-Virus.

FRANK SPENCER

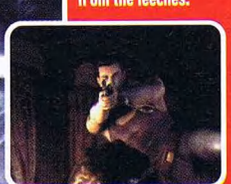
We've learnt some choice secrets but shall stay tight lipped so as not to spoil the surprises. What we can reveal is that there's a ton of nightmarish action including a giant centipede and a freaky new type of deadly zombie. Also we've witnessed the breathtaking opening FMV. It starts on the train which is carrying a group of Umbrella employees to Spencer Mansion to continue their creepy genetic tweaking. All is well until the carriages are attacked by a wave of leaping leeches and before you can say 'Great Western' the buffet car is full of zombies. Enter dainty STARS operative Rebecca Chambers and surly military convict Billy Cohen. We're so excited we could crap!

Cohen, That's C-O-H-E-N

When the STARS team discover an overturned military vehicle and a pile of dead soldiers it's also the first time we learn about Billy Cohen. Was he responsible?

These are the dead military police bodies. Attacked by zombies?

Billy seems to a good guy as he saves ladies from the leeches.



> "...there's a ton of **nightmarish action** including a giant centipede and a **freaky new zombie**..."

Factpack

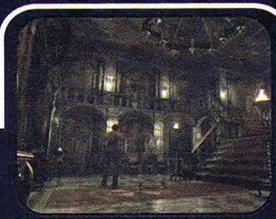
The stuff you need to know...

Time Spent On Train	40 Mins
Weapons Found There	2
Length Of Opening FMV	5 Mins
Bad Voice Acting	Of Course!

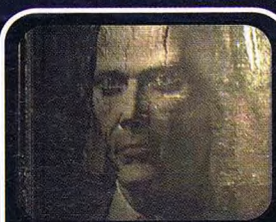
Some of the FMV's are particularly gruesome.

Tiny Mansion

It ain't Spencer Mansion! It's a whole new house!



It's like a mini mansion to explore!



This eerie portrait looms over the room.

Softography

These guys have also made...

Resident Evil GC	94%
Resident Evil 2	90%
Resident Evil 3	92%
Code: Veronica	91%

Keen And Leechy

The secret of the T-virus seems to centre around these hyper active leeches. The train is entrenched in the slimy cretins and they attack in large number almost enveloping their victim and then spitting out a zombie. It's freaky stuff but what happen to the slippery buggers in the later games and are they responsible for the T-Virus?

▲ This breed of *Resident Evil* leeches have particularly sharp teeth, not like the friendly ones from *Stand By Me*.

▲ They're fast moving and attempt to smother their victim with their sheer numbers. It's grisly viewing.

▲ The passengers seem to get infected with the T-Virus when bitten by the leeches. Is this Umbrella's secret?

Training Day

The key to getting round the train is using the roof to skip past the various blocked and locked doors. To get up their there's the odd handy ladder otherwise you have to discover a grapple gun to drag your way up. Once on top you'll witness some cracking wind/rain effects. It's a bugger of a night.

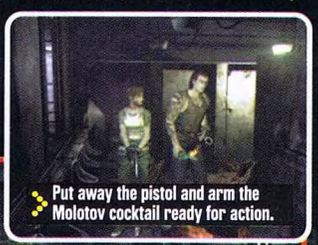
▲ Billy flicks a switch and some secret stairs magically appear. Cunning...

▲ Rebecca adopts this crouching poise to make her way along the roof.

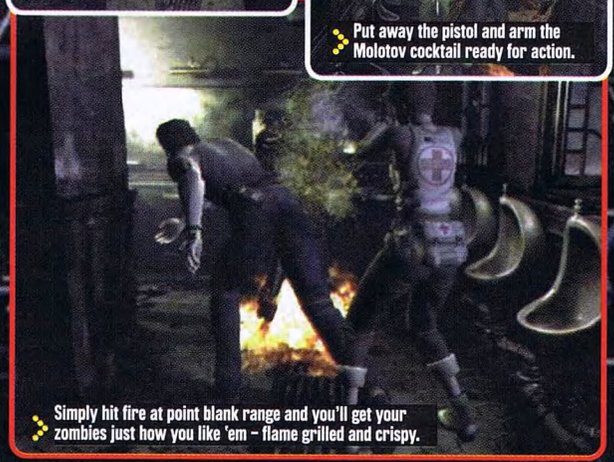
Make Mine A Molotov!

New to the *Resi* world of weapons are Molotov cocktails! Hurray! All you need to do is find some empty bottles and a gas canister. Combine the two, make sure you don't spill any petrol on your trousers and you're good to go.

◀ You have to pick up the cannister so make room by dropping things from the inventory.



Put away the pistol and arm the Molotov cocktail ready for action.

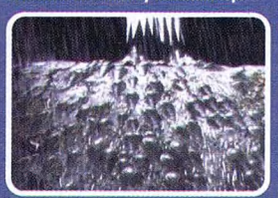


Simply hit fire at point blank range and you'll get your zombies just how you like 'em – flame grilled and crispy.

Big Foot

Watching the events on the train and laughing a lot is this happy lady-boy. There's lots of weirdly shot close ups of the dress wearing Bowie look-a-like and it seems he's somehow in command of the carpet of leeches. Is he supernatural or just a fruitcake? And why he is wearing a dress?

▲ Here's the flouncing pansy chuckling to himself on a nearby mountain top.



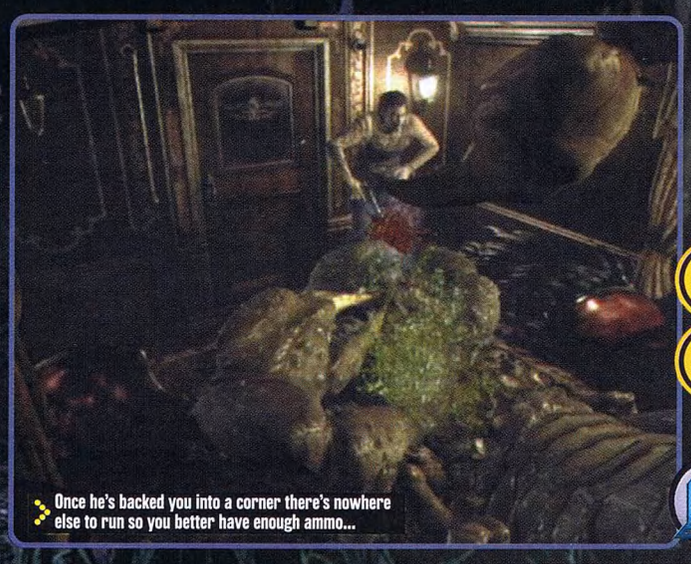
▲ Watch as the leeches nuzzle up to the freaky fella's ankles. They love him!

That's One Mean Looking Crab!

The first boss battle comes sooner than you think but as expected you're up against a cheeky scorpion that can slice you up with either its pincers or its tail and protect its head by curling up. It's a world of fun!

The happy snappy rips his way through the roof and crashes into the long bar.

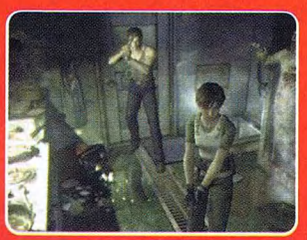
▲ You're equipped with a few shotgun shells but then it's all down to your trusty pistol.



Once he's backed you into a corner there's nowhere else to run so you better have enough ammo...

First Impressions

Double the fun or a twin shambles?



It looks like *Resi*, it sounds like *Resi* but this zapping system really mixes things up and takes a while to get used to. It's not just a case of having double the fire power as there's two inventories to manage and two sets of hands to apply to puzzles, and it can be a chore passing items between them in the shared inventory screen. Eventually, though, something clicks and it starts to become part of the *Resi* furniture. The other problem is trying to navigate two characters at the same, as the AI controlled body tends to get in the way. Thankfully they can be shifted without zapping, by using the C-stick. Nice touch.

Rebecca and Billy aren't glued to each other's side throughout as the game cleverly separates at various points. One time Billy has to crank up an old lift for Rebecca to reach a higher room, then in a challenge against the clock only one of the characters can continue so once again they split up.

They're not separated for long though as this game is keen to explore the twin character usage as presumably some of the features will find their way into the online game which also uses multiple characters. Exciting times...

GOOD COP BAD COP

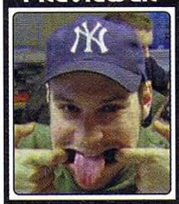
The 'zapping' really adds a new dimension and the usual *Resi* high production values are in place.

Neither the Crimson Heads or the Survival Weapons from the GameCube *Resi* have made it into this game. Why?

WHERE IT'S AT

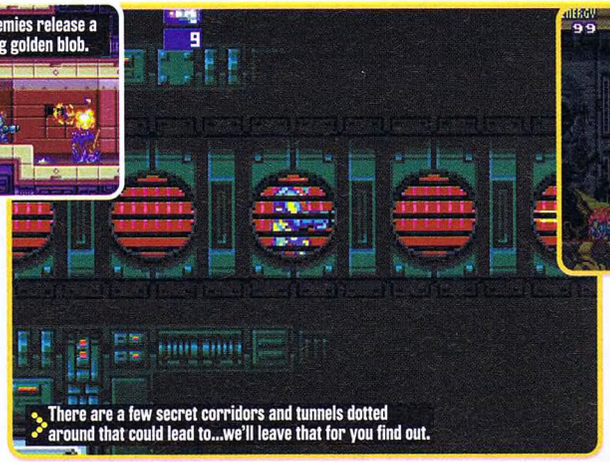
We played the full US version. It will be out in Japan this year and will hopefully get a PAL release this Feb.

OUT: NOW | **FORMAT:** GBA | **PRICE:** £35 | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01932 895390 | **PLAYERS:** 1

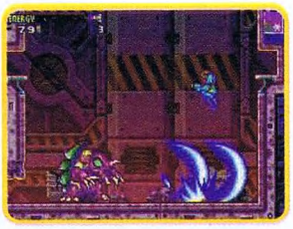
PREVIEWER

Neil Randall

Typical Platforming Trick No. 1: You must clear enemies from platforms above before jumping to them.

Vanquished enemies release a strange floating golden blob.


There are a few secret corridors and tunnels dotted around that could lead to...we'll leave that for you find out.

There's no doubting the prowess of the GBA when it comes to retro-style games.


You don't learn to jump at the crucial moment, you die. A lesson worth remembering.

Metroid Fusion

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Heroic bird in a huge bio-suit armed with an **enormous gun.** Sound like fun? **You'd better believe it!**

Back To The Future

Metroid Fusion updates a classic 16-Bit game. Here's three other aging relics we wanna see revamped for GBA.

Gunstar Heroes. Treasure's finest hour. On the GBA. With simultaneous twoplayer link-up. Oh, we wet our kex.

Strider. Capcom's leap-a-thon masterpiece. The killer app. Can we imagine how fine a GBA version would be?

Revenge of Shinobi. SEGA's seminal hack 'n' slash adventure. Including the Master System's falling section.

Quick time warp - we're taking you back to 1994, when the Megadrive and SNES ruled the gaming world. It's the latter that concerns us, in particular a certain 2D platform shooter called *Super Metroid*. You're unfamiliar? A choice description. 'Utterly classic and brilliantly playable'. Get the idea? Good.

Samus, the battle-suited chick in question, is back. After removing an alien threat from planet SR388, a fiendish parasite, 'X', has materialised to menace the world all over again. Seems a heroine's work is never done...

For those that have never sampled the delights of the NES or SNES preludes,

Softography
These guys have also made...

Super Mario Advance	89%
Luigi's Mansion	90%
F-Zero Maximum Velocity	91%
Yoshi's Island	91%

...one of the most engaging addictive and enjoyable games we've played...

Metroid combines *Contra* or *Turrican*-style shooting with some of the best platforming action ever. And by the looks of things, the *Fusion* suffix is set to continue the tradition with grand gusto.

FLEXI RULE

The visuals alone are worth the asking price, as the GBA gets to flex its graphical muscles to maximum effect. It's smooth and pretty - just the way we like 'em.

Then there's the gameplay. A mix of platforming basics (jump, hang, crawl), and rocket-launcher weilding, not to mention a number of suit and ordinance upgrades. But you'll need to use your swede too, as there are puzzles that need regular solving. While not quite in *Myst* territory, you'll often need to find alternative routes or open up inaccessible hatches.

It's all too easy to summarise *Metroid Fusion* as a simple '2D Platform Shooter', but the essence is lost until you play the game. Believe us, it's one of the most engaging, addictive and thoroughly enjoyable games we've played anywhere - never mind just for the GBA. Our advice is to mark this at the top of your Christmas list ASAP. And if you don't got a GBA? Smack yourself upside the head for being so dang stoopid.

Giant floating blobs! They can only spell one thing – gelantanous death! Blast them, but don't let it touch you.

Room Room

Scattered throughout the game are rooms for saving and replenishing your health and ammo. They act as breathers in the gameplay so that you're never too far from a checkpoint. However, the most important one is the Navigation room. From here, you can review your objectives and check out the layout of the levels.

This is the Navigation screen. It shows you the level map, plus the location of the Save, Replenish and Data room.

The Replenish room recharges your weapons and health to maximum again. Handy for going to cower in.

GOOD COP BAD COP

With its pinpoint platforming and skilfull blend of blasting and thinking, it's got 'Triple A' stamped all over it.

Maybe you like footie magement sims. Or horse-riding sims. Or cross-stitch sims. We'd don't care. Buy it anyway.

WHERE IT'S AT

Due out early next year, we should be in possession of the finished game anytime soon, with review to follow.

OUT: SPRING 2003 | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** K2 | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01753 756100 | **PLAYERS:** 1-2

Tenchu 3: Wrath Of Heaven

This most grisly game of **hide and seek** ever returns...and this time it's **a team sport!**

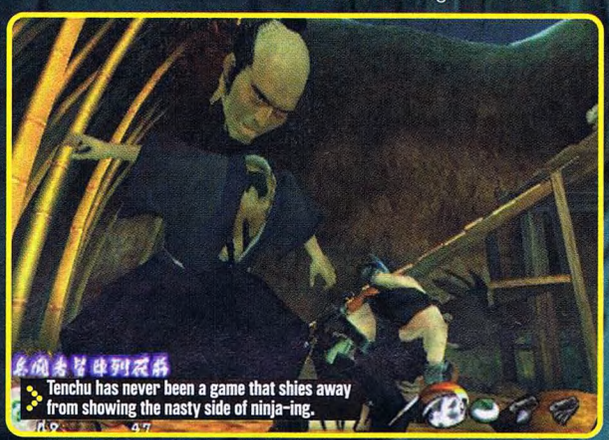
One very sharp sword delievered in a flash courtesy of Air Mail.

All it takes is one well aimed slash and it's goodnight Vienna.

If you like your stealth games dark and messy it's happy days as *Tenchu* is back – the home of dark shadows and severed arteries!

As with any sequel, lots of noise is being made about it being bigger and better, but the only thing that *Tenchu* really needed was a good kick up the graphics. The gameplay was brilliant but sadly it looked like a muddy puddle. Thankfully, with just a quick glance at these screens it's clear this *Tenchu 3* is gonna be ninja-pretty. Also it's going to be two-player! No really. You might have thought being an assassin was a one-man job, well *Tenchu 3* shatters that myth with a selection of cooperative missions. Also there'll be a Deathmatch mode so you can pit your ninja skills against a mate.

We'd be quite happy for a game similar to the first two but with prettier graphics, but K2 are trying to be smart with Multiple Endings and Mission paths. Let's hope it's as clever as it sounds.


Tenchu has never been a game that shies away from showing the nasty side of ninja-ing.

Once you've been discovered you have to rely on your combat skills. Or peg it.

Stealth Respect

Fans of the first two games shouldn't fret as the game mechanics look to have remained intact – stay hidden and start carving!

Just like before the icon in the bottom left denotes how aware the guards are.

How you use the roofs and buildings is vital for getting around undetected.

There are all new attacks including some aerial ways to take out bad guys.

PREVIEWER: Dave Harrison

GOOD COP BAD COP

The first two games were both fantastic so we're expecting great things from this second sequel.

May come with an 18 certificate in an attempt to protect younger gamers so some of you might miss out.

WHERE IT'S AT

It's joining what's becoming a very exciting list of games coming out this spring. We'll have a full preview soon.

THE COUNTDOWN TO THE BIGGEST BATTLE THIS XMAS HAS BEGUN...

"Technically awesome, brilliant to play... this fire breathing fantasy will surely reign supreme..." - C&VG

"Lashings of Old Testament style fiery vengeance raining down..." - PSM2

"...seriously explosive gameplay..." - psi2

FIGHT FIRE WITH FIREPOWER!

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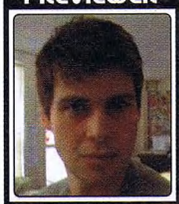
OUT: FEBRUARY 2003 | FORMAT: XBOX | PRICE: TBC | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL FEATURES: MASSIVE JOYSTICK | OTHER FORMATS: NONE | CALL: 0208 846 2550 | PLAYERS: 1

PREVIEWER

Dave Harrison

If your path is blocked in the city, just flatten a buiding to open up a new path.

Don't worry, that mean looking hulk of metal is on your side. Top tip – let him lead the way.

Steel Battalion

Factpack
The stuff you need to know...

Levels	12
Missions	25
Buttons	40!
First Mech	Decider

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ U

Wow! Over forty features, **outstanding visuals** and **special effects**! All we've got to do is hope the **actual game** is just as good!

There are many people out there who don't like the idea of steering wheels for driving games. They just create a lot of clutter of plastic and wire when a joypad would do just as well. So they'd completely flip at the sight of Steel Battalion's *essential* peripheral, as it's the size of a canoe! Mother of Pearl!

It really is big! What's more it bumps up the price of the game to over a hundred quid as you can't play the game without it. But if you have the necessary funds, it's worth a flutter as this the one of the strangest and rewarding games experiences in recent memory. Or ever in fact.

3 PIECE SWEET

Steel Battalion has gamers seated in a huge combat ready Mech fighting one of those made up wars you get in the year 2080. The game follows the familiar mech pattern of completing missions, upgrading and destroying anything you don't like the look of. The difference with this game is that you see everything from a first-person perspective – you're inside the cockpit, hence the 40 button three piece suite.

...one of the strangest and most rewarding games experiences in memory...

The game is already a big hit in Japan where gamers have reorganised their living rooms and designed their own cockpits for a little more ambience. Whether *Steel Battalion* will be a big hit over here remains to be seen as it requires a significant investment of space and money. What is certain, is that it's an experience you should try at least once – it's guaranteed to make you feel the 'big-man'.

Softography
These guys have also made...

Mega Man X6	70%
Resident Evil 3	94%
One Piece Mansion	55%
Genma Onimusha	91%

Out Of Garage Into The Frying Pan

Steel Battalion isn't the type of game that holds back much on the first level. You've just managed to complete the eight button process to start up you mech when your base door is ripped apart by an enemy unit which opens up your home base like a tin of beans. As you're trapped in a confined space you've only a few moments to sort your gears from your strafe, get out of your garage and teach the over grown Metal Mickey just who's in charge. Learn 'em good...

When the aiming cross hair turns yellow it means you've locked onto the target.

The Knobs And Switches Of Pain

Here's the 40 button monstrosity in all it's glory and it really is a sight to behold. Even though it looks complicated it's fairly simple to use as if a certain action is required, the relevent button starts flashing. Its a right Bobby-Dazzler!

◀The left portion of the set-up controls the mech's movement. The gears are on the far left which are used with the accelerator pedal, and the joystick is used to steer. To strafe you must hit the strafe pedal and flip the joystick in the necessary direction.

◀The first time you sit in the mech, you have to go through an eight button process just to start the thing up. Best button? Eject. It even has a plastic safety cover which you have to flip up to get out of yuour Mech in time. You must also lower the cockpit lid so you're tucked snugly inside. Don't worry if you forget a process as each button flashes when it needs to be hit.

◀These five toggle switches have one purpose only and that's to start up five of the Mech's systems such as the Oxygen Supply, Fuel Flow Rate and the Filt Control System.

▶ Your cockpit view isn't a window, it's a camera view so you can zoom into the distance to tackle far off targets.

▶ The second button you need to hit to get going is the Ignition which charges up the mech so it can be fired into life.

Body Rock

The trick to *Steel Battalion* is learning how to steer with one joystick and aim with the other. It's hard but it is possible be a nimble and be Charles Bronson at the same time.

▲ Buildings are great targets as they don't move much or even fire back! It's almost too easy!

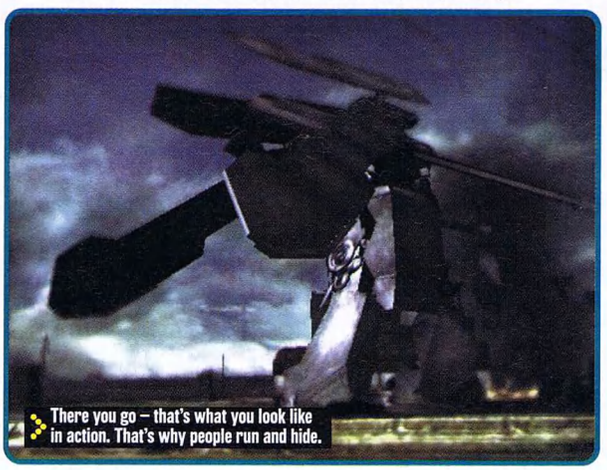
▶ On the first few missions you must take out the gun installations and the enemy artillery set-up.

◀The key to beating enemy Mechs is dodging the oncoming missiles.

▼Use the right stick to aim then lock on and fire!

Who You calling C3-PO?

As you sat in the cockpit you rarely get a chance to see just what you're driving. Well for the first few mission it's the Decider, which would put the wind up any army.



There you go – that's what you look like in action. That's why people run and hide.

The Hard Way

Steel Battalion is one unforgiving game. If you don't manage to eject before your mech is destroyed you lose ALL your game data and you have to start from the beginning.

◀When your screen goes blank and everything starts to fizzle and spark, it's time to get out.

▶ If you're successful you'll eject with your life and all your saves intact.

First Impressions

Transformer or Transit Van?

This is unlike anything you have ever played before. The actual game is pretty familiar - big robots bullying each other and the like - but the huge 'joypad' really adds an extra dimension. Just moving forward requires hand and foot coordination and aiming efficiently is a three button deal. It's just like driving a car for the first time – but a very heavy, very complicated car. Perhaps a Volvo.

The action intially has a pedestrian pace - well you are handling a multi-ton giant robot - but also as the early missions find you clearing up tiny tanks and mounted guns. Once you're faced by another mech things get a lot tastier and leaping away from an oncoming missile while still locked on target is a real high-five moment. It takes a good deal of practice, but this is a game for the craftsman not the button basher.

The graphics have a real grainy feel to them with the recreation of the battles intentionally gritty and washed out. Muck flies up and obscures your view which means you often have to use the screen clean button! It's completely brilliant if bizarre stuff. It's a shame that many gamers might miss out because of the price...

GOOD COP BAD COP

Detailed, very different and extremely enjoyable. And the actual game isn't that bad either!

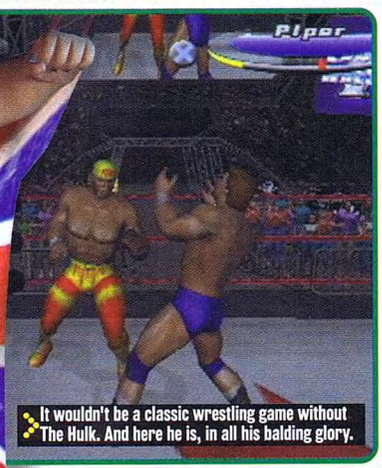
It's a lot money of money for a mech game. Also it's only for those with ample storage space.

WHERE IT'S AT

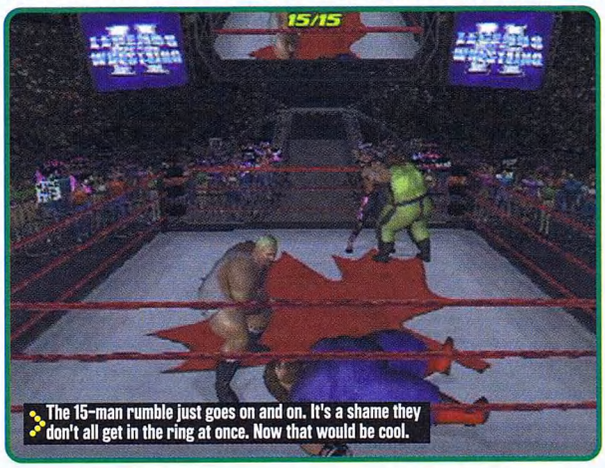
It's just making it's way out in the US, but we're still awaiting a confirmed UK release date.

LEGENDS OF WRESTLING 2

OUT: DECEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: ACCLAIM | PUBLISHER: ACCLAIM | SPECIAL FEATURES: NONE | OTHER FORMATS: XB, GC | CALL: 020 7344 5000 | PLAYERS: 1-2



It wouldn't be a classic wrestling game without The Hulk. And here he is, in all his balding glory.



The 15-man rumble just goes on and on. It's a shame they don't all get in the ring at once. Now that would be cool.

Sculpting your perfect woman is dangerously addictive. If not a little odd...

...but not nearly as odd as being a 30-stone porker with giant crushing thighs.

Legends of Wrestling 2

Lardarses and men in spandex meet again for a right royal rumble of epic proportions. Easy, easy, easy...

PREVIEWER: Neil Randall

Maybe it wasn't the greatest wrestling game ever but it was still a laugh, especially with the new inclusion of Big Daddy and Giant Haystacks, etc. So what else is new?

Well, 26 more wrestlers, in addition to the original's 42 for starters. Then there's the beefed-up Create-A-Legend mode, where you've got over a 1,000 textures to play with - plus the much-requested female wrestlers, too.

The gameplay is certainly familiar, but the Career Mode is more advanced, allowing for random plot paths for your characters. Acclaim has definitely got its tongue firmly in its cheek from the graphics to the gameplay, as both are very cartoonish. And that's a good thing, as the multiplayer mode proves. So slap on your pink leotard, grease up your hair and get on those top ropes. Fight a-comin'!

The Cage Fight option, which allows for a bit more elevation.

GOOD COP : BAD COP

A bright and colourful grappler that looks the biz in the laugh stakes - especially if you've a few mates round.

Not as plethoric or authoritative as *JBI* or the forthcoming *SYM* and much less contemporary. Not for the hardcore.

WHERE IT'S AT

Currently lined up to enter the ring in January, we'll be giving LOW2 a damn good thrashing to see how it shapes up.

OUT: DECEMBER | FORMAT: PS2 | PRICE: £35 | DEVELOPER: NAMCO | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 324 6000 | PLAYERS: 1

Ape Escape 2

Them pesky chimps have gotten out again. But is it all that different from last time?

PREVIEWER: Roy Delaney

Get The Net!

Softly Softly catchee monkey - well that's the theory at least. But it turns out that it's just a tad trickier than that.

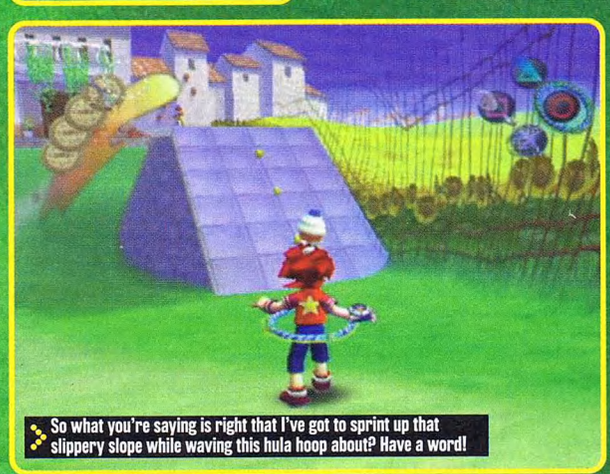
After ages waving your net about you finally get the little mite in your grasp.

Suddenly it goes all psychedelic and swirly. It's all a bit too much.

Not to worry, he's not got you - you got him - and here's his name to prove it.

There's all number of skills to master. Fancy the monkey bars?

You can zoom about underwater with this nifty submarine thing.


So what you're saying is right that I've got to sprint up that slippery slope while waving this hula hoop about? Have a word!

The original *Ape Escape* was a ground-breaking, fun-packed barrel of monkey-handed joy. So was it any real surprise that the sequel was following so swifty in its soft-pawed little tracks?

But as with all sequels the big worry is 'will it be any good or just a lame cash in on the original?' Well yes, and a bit yes, because even though there's a whole bundle of nifty new features to dig out and make merry with, it's not altogether a million miles away from its predecessor.

But really that's just a picky gripe, because from what we've seen there's huge buckets of chimp-shaped fun to be had. With twenty levels, a dozen monkey-catching gadgets and the chance to build on the game each time you complete you should find yourself immersed in simian-hi-jinks for many a long winter night. The controls may be just a tad unconventional and tricky to get your brain around at first, but it's worth the hassle in the end - if you've not played the original that is. If you have, well things will seem very familiar.

Curses! I'll get that pesky bull-shaped monkey robot if it's the last thing I do!

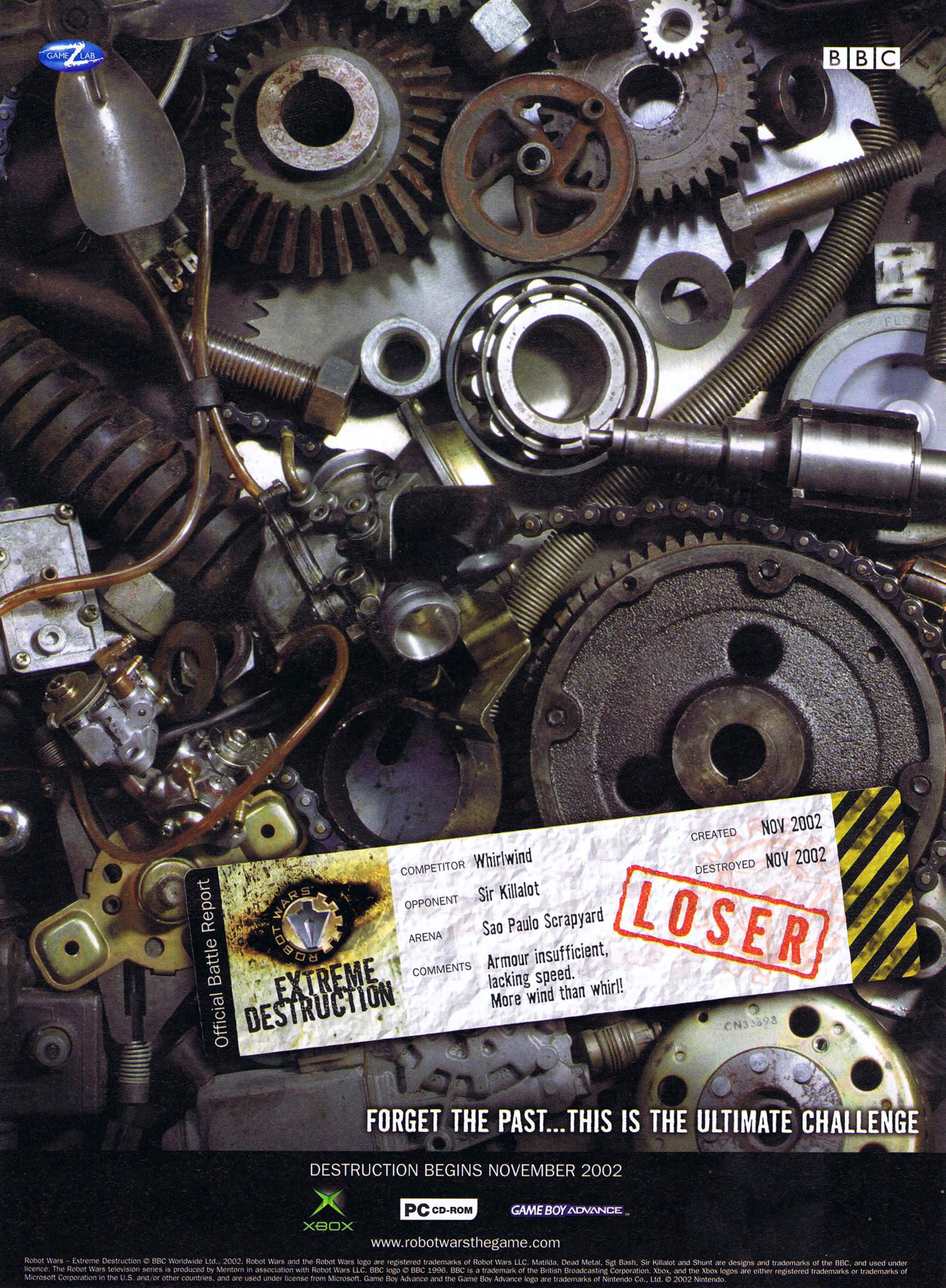
GOOD COP : BAD COP

It's bouncy, daft fun with oodles of monkeys in it. What more could you possibly want than that?

The controls seem like they're from a different planet, and it often slips from too easy to far too tricky very quickly.

WHERE IT'S AT

It's already gone spare in Japan and rumour has it we can expect to see it on these shores in time for Santa.



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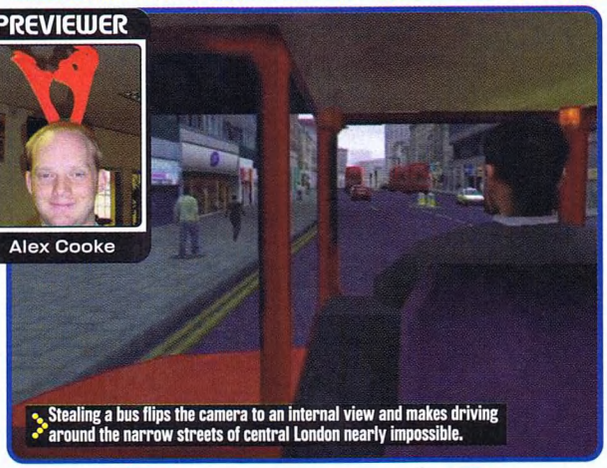
OUT: DECEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** TEAM SOHO | **PUBLISHER:** SONY | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0207 859 5000 | **PLAYERS:** 1

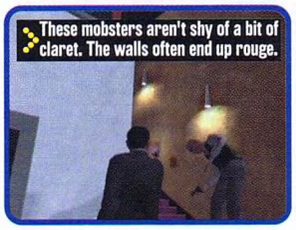
PREVIEWER

Alex Cooke

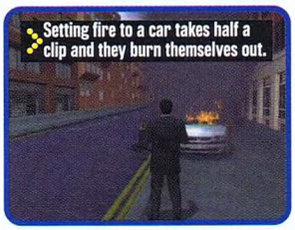


Stealing a bus flips the camera to an internal view and makes driving around the narrow streets of central London nearly impossible.

The whole of London has now been opened up, including that Soho.



These mobsters aren't shy of a bit of claret. The walls often end up rouge.



Setting fire to a car takes half a clip and they burn themselves out.

As you would expect, the little Pandas bounce off your Range Rover.

▲ The cut-scenes are great but they are also very long and it would be nice to be able to skip straight past them.

▲ Other gangsters from rival mobs also wander the streets ready to take you out wherever you appear.

The Getaway

TEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE!

Those **cheeky cockney crooks** go through the final preparation, ready to commit their **capital crime capers...**

Sony are taking Team Soho's monster mobster very seriously. You don't let a team spend three years on a project and announce a sequel and expansion pack before it is even released, unless you are expecting big things. With an estimated £5 million price tag they need success.

Since we last saw the game, plenty of work has been put in tightening up the handling of the vehicles, working on the damage modelling and adding lots more car types and traffic. So now when your escaping Range Rover slides realistically round a bend it piles into a red Routemaster bus, puncturing the radiator and spraying oil across the windscreen. You can even hear the driver choking on the thick black fumes just before it finally bursts into flames.

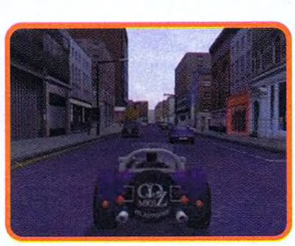
Softography

These guys have also made...

This Is Football	83%
Porsche Challenge	62%
Rapid Racer	71%
Spice World	36%

COCKNEY KRAYSIS

The Free Ride mode is also now fully functioning with the chance to drive a little Lotus Elite around the 40 square kilometre capital. It is still awesome to drive around recognising familiar landmarks and spotting all your favourite shops because from the posters for musicals plastered on the side of buses to the billboards and buildings in the park, everything is perfect. More importantly, it all moves incredibly smoothly too.



▲ The Free Ride mode does exactly what it says on the tin. Funny that...

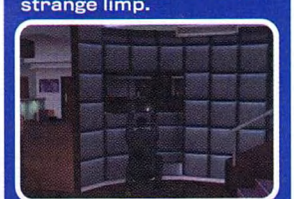
▲ Catch a a crook with a shot to the guts and they will roll right down the stairs.

Things have also been improved once you leave your motor and start the on-foot assault of the underworld. The rival gangsters all have cheeky comments that they shout out as you shove a gun in their face. More pedestrians and bystanders have been added too, so each time you have a shoot out in the restaurant, you need to dodge diners as well as bullets. Until next month, and our full review, be lucky treacle!

...it is still awesome to drive around, recognising familiar landmarks...

Mobsters Inc

Mark Hammond is a hardened member of the over-acting underworld, so he is more than a bit tasty when he is 'going equipped'. He can carry a pair of pistols or a shotgun, burst into roll across the floor and still come up firing. When the injuries start to mount up the wounds show up as blood on his suit and a strange limp.



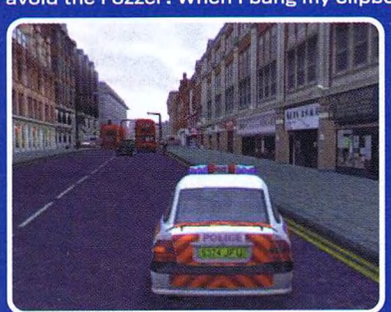
▲ As well as flattening himself against a wall Snake style, Hammond will also fire over bars and through any small gaps.

▲ One of Hammond's new moves is to fire sneakily around the corner.

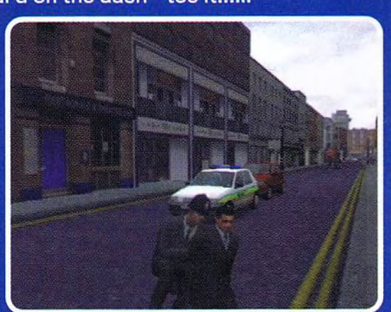
Meet Me At The Station

From the humble Bobby on the beat to the Flying Squad in their flashy cars, the police in London have had enough your crime wave and have decided to crack down hard. Commit a minor traffic offence and they will open fire, run over a fellow rozzer and suddenly the whole Met seems to be on your case and after you. It's harsh but it makes you remember - mirror, signal, manoeuvre, avoid the rozzer. When I bang my clipboard on the dash - toe it!!!...

▲ The Police are always vigilant and any copper in the area will rush to intervene if he sees a crime happening.



▲ If you take a cop car, suddenly the plod are more aggressive, even throwing road blocks across the road.



▲ Weirdly for a hardened criminal, Hammond will surrender whenever a copper stands too close by.

GOOD COP BAD COP

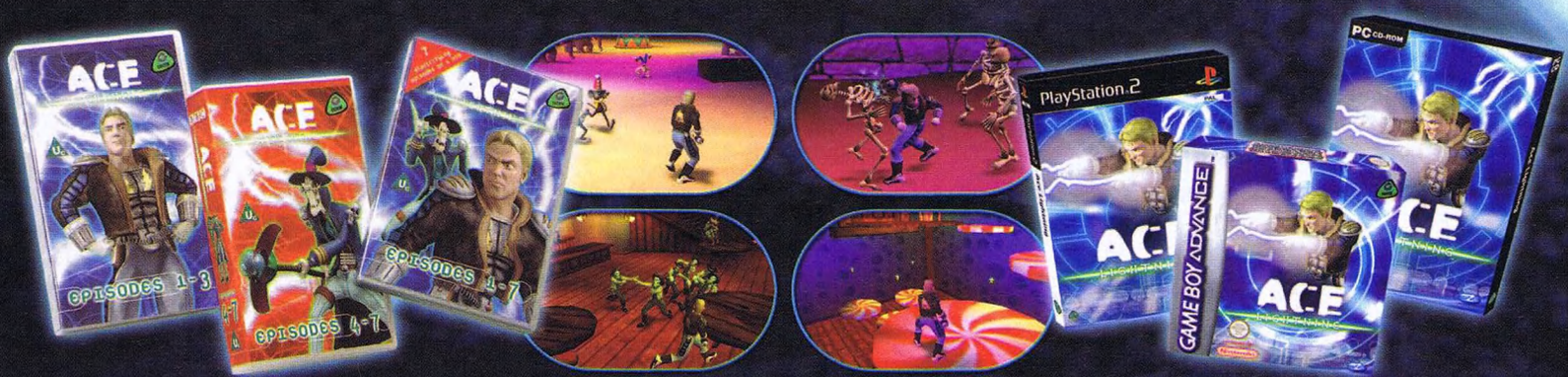
Awesome to look at, immense to play, this promises to be one of the most realistic games ever.

There are many miles between London and Vice City and this looks slow and serious by comparison.

WHERE IT'S AT

After the constant delays finally at an end, the finished item should screech into GM for a full review next month.

ACE LIGHTNING™



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OUT: MARCH 2003 | **FORMAT:** XBOX | **PRICE:** £35 | **DEVELOPER:** LOST TOYS | **PUBLISHER:** INFOGRAMES | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2 | **CALL:** 0161 827 8060 | **PLAYERS:** 1-2

Oh the weather outside is frightful, your robot so delightful. Now mince them drones!

Look at the pretty colours and all that lush grass. See, carnage can be beautiful.

▲ "They look like antelopes guv..."

▲ Prismatic rainbows of death and delight abound before you.

Battle Engine Aquila

Being a **big old flying robot** and squishing tiddly people? Sounds like **our idea of fun!**

PREVIEWER: Roy Delaney

Imagine a future where sudden climatic change has left the world flooded, and the tiny clumps of land left poking through the waters are the venues for massive territorial battles.

Then picture yourself in charge of a hulking great flying robot that stamps on puny humans like they're nothing more than ants and you're living in the land of *Battle Engine Aquila*.

Once you're there, get some helpful games developer to paint you some of the most beautiful environments ever seen in a game, and get his mate to add in some munting great battleships to make your life a living robot hell. Sounds pretty nifty to us.

At times it can be a little frustrating as early on you'll be spending more time watching the action and learning what's what than getting in the thick of the fray yourself. But that's just a minor quibble as this little puppy looks to be one of the best robogames yet.

Gaze in awe as the mothership majestically crashes to the ground.

Top hole Ginger, we've bagged the blighter right up the bracket!

GOOD COP BAD COP

Sumptuous, photo realistic environments blended with huge gurt people-stomping robots makes for an ace gaming larky.

Sometimes you just have to sit back and let your allies do all the hard work when you're just busting to stomp ass.

WHERE IT'S AT

It's already slipped back a couple of slots in the schedules but we're assured it'll be out here early March.

OUT: EARLY 2003 | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** SUCKER PUNCH STUDIOS | **PUBLISHER:** SCEE | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0207 859 5000 | **PLAYERS:** 1

Sly Cooper and the Thievius Racoonus

With the **greatest tail** in gaming history, *Sly Cooper* is racooningly **good to go...**

PREVIEWER: Neil Randall

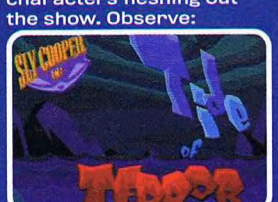
Hero animals with an attitude. They're everywhere. It's almost as if humans aren't good enough to save the world anymore. But when their adventures are this promising, who cares?

Sly Cooper is a master thief on the trail of the Fiendish Five who've stolen his family book of tea-leaf secrets, the Thievus Racoonus. With the help of his two chums, Bentley and Murray, the bushy-tailed one sets out in one of the most beautiful-looking games we've seen yet. The fantastic cel shading really is Saturday-morning cartoon excellence, reinforced by a great episodic levels - *Sly Cooper in Tide of Terror* anyone?.

Get your paws on the pad and it's soon clear that you're in a classic platforming territory, pitched somewhere between the hemmed-in corridors of *Crash Bandicoot* and the complete 3D freedom of *Mario 64*. And it works a treat. Double jumps, rope-climbing, shimmying along narrow ledges - Sly's got the lot. It's intuitive, gorgeous, if a tad short, but wonderfully playable nonetheless. You'd be hard pressed not to find yourself drawn right in. There's nothing like old-skool platforming for seasonal fun. Let's hope this gets a release pronto.

Toon Trickz

The whole game plays like a high-quality cartoon, complete with ace cutscenes and a cast of characters fleshing out the show. Observe:

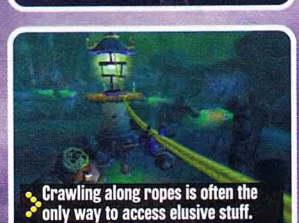


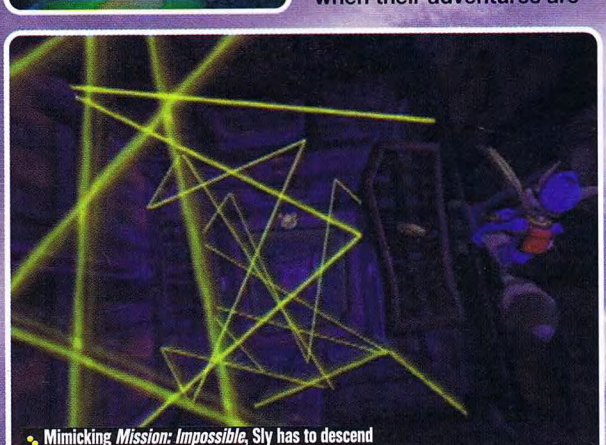
▲ The episode/level titles speak for themselves. You're in cartoon land, OK.

▲ Check out this shot from a typical cutscene. You could watch them all day.

▲ Bentley the Turtle is Sly's techie sidekick. He'll offer helpful advice.

The prelude sees you smash and grab from a copper's safe.


Crawling along ropes is often the only way to access elusive stuff.


Mimicking *Mission: Impossible*, Sly has to descend this vent shaft while avoiding the Laser mesh.

GOOD COP BAD COP

A gobsmackingly gorgeous slice of pick-up-and-play platforming. Sometimes the best games are the simplest.

Probably won't appeal to anyone that likes depth to their games, instead capturing a slightly younger audience.

WHERE IT'S AT

Already released over in America, we should be seeing the finished game in these parts sometime soon.

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AVAILABLE NOVEMBER 2002

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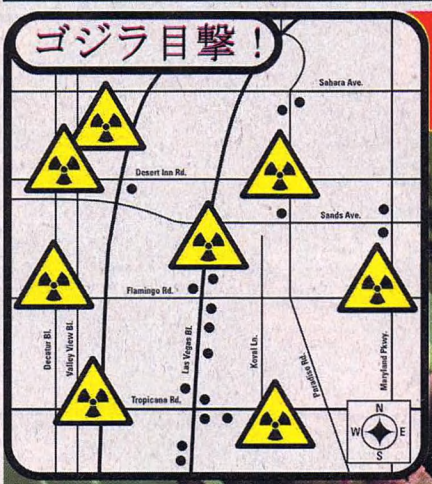
ゴジラ目撃！



ゴジラ目撃！

キック、パンチ、ジャンプ、その他のミサイル技や防備といった破「技能に加え、凄まじいコンボシステムや、オリジナル映「での各種怪「「特の特殊攻「技を「見しよう。

4 PLAYER FIGHTING MAYHEM

今後の最新情報と新たな展開については、godzillagame.com をご「下さい。

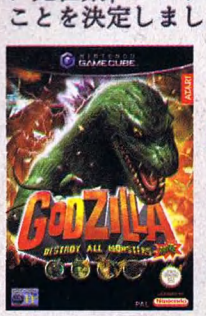
世界中の主要都市各地で巨大怪「が次「と目「されております。これらの怪「が、ここ最近、地球的規模でなされている大規模破「の原因であり、政府はこれらの恐怖怪「に「抗するため、元祖東「ゴジラを「動させることを決定しました。

世界支配をもくろむ地球外生物は、「に地球に降りたち、いまや地球資源をうばい、人間を奴隷化しようとしています。彼らはマインドコントロ「ル光線で、ゴジラの永遠のライバルたちをまんまと支配しています。

CHOOSE FROM MANY MONSTERS AND 5 MODES OF PLAY

地球の運命が掛かっている。巨大なスケールの最強怪獣たちとの闘いが、他の追随を寄せ付けぬ圧倒的巨編スペクタクルをお約束します。防衛軍も特別参加。我々の都市を守るため、只一つの指令を全うする：撃って、撃って、撃ちまくれ!

FOIL AN ALIEN PLOT TO RULE THE WORLD



ALSO AVAILABLE!

ATARI

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GamesMaster TIPS

THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • T

CODE GIRL

With so many amazing games coming out it's been tricky to keep up with it all... but we have, so flick ahead for all the latest tricks and treats from some of the years biggest games. And leading the way is all the juiciest secrets all the way from *Vice City* which will make any mission a stroll in the park!

CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

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THE GUIDE

grand theft auto Vice city

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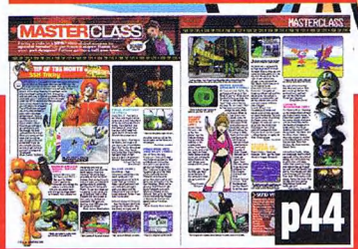
THE TOUGHEST TESTS TORN APART IN OUR CRIMINALLY GOOD VICE CITY GUIDE!

TIPS EXPRESS
LATEST CHEATS!

MASTERCLASS
YOUR TIPS!



CONSOLETATION ZONE
YOUR QUESTIONS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.44

TIPS EXPRESS

Cause **more mayhem** in *Vice City*, be **King of the Rings** in *Fellowship of the Ring* and be the hitman that **never misses** in *Silent Assassin*...

BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN

PS2

CRIME AND VICE AND ALL THINGS NICE!

GRAND THEFT AUTO VICE CITY

Vice City has more cheats than its main character has warrants out for his arrest. Enter during play (and again to turn 'em off). Rockstar advise not saving your game with any cheats active. At least use a different slot. You'll also get a bad criminal rating...

Pedestrians have weapons
R2, R1, ⊗, △, ⊗, △, ↑, ↓

Increase vehicle speed
R1, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Chicks drop weapons
→, L1, ○, L2, ←, ⊗, R1, L1, L1, ⊗

Change wheels (Makes some tyres bigger and some smaller)
R1, ⊗, △, →, R2, □, ↑, ↓, □

Cars float in water
→, R2, ○, R1, L2, □, R1, R2

Undead police
○, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗

Display media level
R2, ○, ↑, L1, →, R1, →, ↑, □, △

All weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←

All weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓

Commit suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1

Raise wanted level
R1, R1, ○, R2, ←, →, ←, →, ←, →

Lower wanted level
R1, R1, ○, R2, ↑, ↓, ↑, ↓, ↑, ↓

Speed up time
○, ○, L1, □, L1, □, □, □, L1, △, ○, △

Infinite health
R1, R2, L1, ○, ←, ↓, →, ↑, ←, ↓, →, ↑

Body armour
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑

Slow motion
△, ↑, →, ↓, □, R2, R1

Flying car (Just accelerate and press up to fly like a bird.)
→, R2, ○, R1, L2, ↓, L1, R1

Ladies man (certain women - and I think we all know which ones - will follow you around.)
○, ⊗, L1, L1, R2, ⊗, ⊗, ○, △

Change clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →

Play as Ricardo Diaz
L1, L2, R1, R2, ↓, L1, R2, L2

Play as Lance Vance
○, L2, ←, ⊗, R1, L1, ⊗, L1

Play as Candy Suxxx
○, R2, ↓, R1, ←, →, R2, L1, ⊗, L2

Play as Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1

Play as Hilary King
R1, ○, R2, L1, →, R1, L1, ⊗, R2

Play as Love Fist Guy #1
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗

Play as Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ⊗, □, L1

Play as Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ○

Play as Sonny Forelli
○, L1, ○, L2, ←, ⊗, R1, L1, ⊗, ⊗

Play as Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ○, △

Spawn a Rhino
○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △

Spawn a Bloodring Racer
↓, R1, ○, L2, L2, ⊗, R1, L1, ←, ←

Spawn a Bloodring Banger
↑, →, →, L1, →, ↑, □, L2

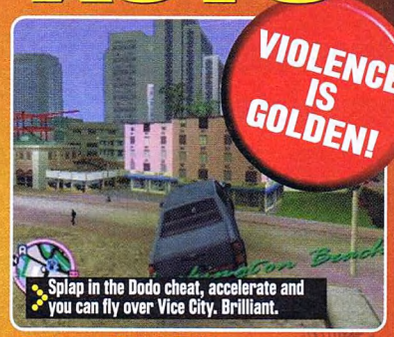
Spawn a Hotring Racer #1
R1, ○, R2, →, L1, L2, ⊗, ⊗, □, R1

Spawn a Hotring Racer #2
R2, L1, ○, →, L1, R1, →, ↑, ○, R2

Spawn a Romera's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

Spawn a Love Fist
R2, ↑, L2, ←, ←, R1, L1, ○, →

Spawn a Trashmaster
○, R1, ○, R1, ←, ←, R1, L1, ○, →



Spawn a Sabre Turbo
→, L2, ↓, L2, L2, ⊗, R1, L1, ○, ←

Spawn a Caddie
○, L1, ↑, R1, L2, ⊗, R1, L1, ○, ⊗

Blow up cars
R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1

Black cars
○, L2, ↑, R1, ←, ⊗, R1, L1, ←, ○

Pink cars
○, L1, ↓, L2, ←, ⊗, R1, L1, →, ○

Speed up time
○, ○, L1, □, L1, □, □, □, L1, △, ○, △

Pedestrian Riot (WARNING - Do not save your game after using this cheat. You may not be able to turn it off once activated).
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1

Pedestrian's hate you (Do not save your game after using this cheat.).
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2

Love Fist limo
R2, ↑, L2, ←, ←, R1, L1, ○, →

Aggressive cars
R2, ○, R1, L2, ←, R1, L1, R2, L2

Chicks with guns
→, L1, ○, L2, ←, ⊗, R1, L1, L1, ⊗

Girls follow Tommy
○, ⊗, L1, L1, R2, ⊗, ⊗, ○, △

XBOX

UNLEASH THE RING'S POWER!

THE LORD OF THE RINGS: FELLOWSHIP OF THE RINGS

Nothing compares to the help that we have to offer.

Infinite ring use
When playing the game as Frodo, quickly press Y, B, A, B, Y, X. A message will appear if the code has been entered correctly.

Infinite health
During the game, quickly press Y, A, X, B, A, Y. A message will appear if the code has been entered correctly.

WIN THE RING!

Infinite ammunition
During the game, quickly press X, B, Y, A, X, B. A message will appear if the code has been entered.

GIVIN' IT LARGE!

GODZILLA: DESTROY ALL MONSTER MELEE

You thought size mattered - well it does. But only if you're a big lizard fighting to save earth from a hoard of evil brainwashing aliens.

Before entering the cheats, you'll need to unlock the Cheat Menu. At the Main Menu, highlight Versus Mode, hold down L, B then R (in that order) then release B, R and L (in that order). Now you can get stuck into the codes below. Enter them in the Cheat Menu and you'll hear a sound if they've been entered correctly.

Who will you put money on? The oversized Sony Aibo Robot dog?

All cities - 480148
All monsters - 696924
Indestructible buildings - 112122
All buildings and objects can be thrown - 756287
Health regenerates - 492877
Technicolor mode - 661334
Disable life and energy display- 443253
All players invincible - 505634
All players invisible - 316022
All players super strong - 817683
All players small - 174204
Play as Destoroyah - 537084
Play as Gigan - 616233
Play as Godzilla 2000 - 225133
Play as King Ghidorah - 877467
Play as Mecha Godzilla - 131008
Play as Mecha King Ghidorah - 557456
Play as Rodan - 104332

MUTANT MAYHEM!

GET SHOOTING 60'S STYLE!

NO ONE LIVES FOREVER 2

Fear not fellow spies. Never ones to watch our comrades getting pistol whipped by the opposition, we're here to help you along the way.

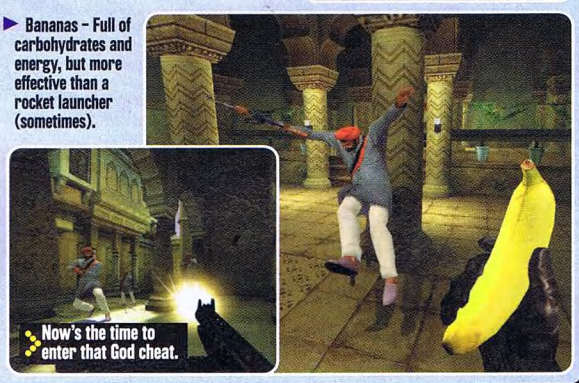
To enter these cheats, press T during the game and type them in. Remember, they're case sensitive. Groovy baby!

SPY SECRETS!

All weapons - guns
Full ammo - ammo
Earn more skill points - skillz
Full health - Health
God mode (This gives you infinite health and armour. Type it in again to turn it off.) - God
Invisibility - Poltergeist
Level skip - Maphole
Big explosions - baddaboom

If I was that bloke, I wouldn't be standing there - I'd be legging it.

▶ Bananas - Full of carbohydrates and energy, but more effective than a rocket launcher (sometimes).


Now's the time to enter that God cheat.

HACKERS PARADISE

PRO EVOLUTION SOCCER 2

Soil the beautiful game with this list of down and dirty codes for the Action Replay cartridge. Suffer taunts from the terraces no more - you'll soon be wiping the pitch with the opposition. Roy Keane? Nothing but a girlie chancer with bad hair.

(M)
0E3C7DF2 1853E59E
E14740EE BCA99C80

Home Team 99 - sel & up
010C0EC8 BCA99A71
F10D85DE BCA99BE6

Home Team 0 - sel & down
010C0EC8 BCA99A41
F10D85DE BCA99B83

Away Team 99 - sel & left
010C0EC8 BCA99A01
F10D85D9 BCA99BE6

Away Team 0 - sel & right
010C0EC8 BCA99A61
F10D85D9 BCA99B83

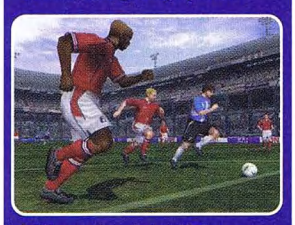
Infinite Cash
D171129E BCB8DDC2

Unlock All Teams
D1725A2E BBA89A82

Unlock All Free Agents
D1725A36 BBA89A82
D1725A32 BBA89A82

FAIR PLAY!

▲ Wait! The goalie's just gone to take a slash. Them gloves play havoc.


▲ When you're winning 99-0, you won't have to put this much effort in.

STRAP ON YOUR SEATBELTS!

BURNOUT 2 POINT OF IMPACT

Get on a collision course with victory. See how to get the best game modes and the fastest cars.

Police car
Win Pursuit 1 by destroying the criminal's car to unlock the police car.

Unlock the Classic 1970 car
Win Pursuit 2 by destroying the classic 1970 car with the police car.

Ooh, that looks a bit harsh. Rev 'em up and watch 'em fly!

Two player pursuit mode
Successfully complete Pursuit 3 to unlock two player pursuit mode.

Unlock the Oval Racer
Win Face Off 2 against the Oval Racer to unlock this car.

EVEN MORE DAMAGE!

Face Off
Win all of the Face Offs in the first championship.

Custom Championship
Get gold medals in every race in the first championship.

People just don't get on the motorway in the right direction.

SMASHING SECRETS FOR SPEED FREAKS!

NEED FOR SPEED: HOT PURSUIT 2

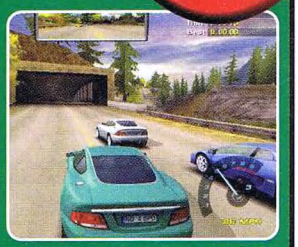
Need help racking up those points? Choose to be the police in Hot Pursuit mode. You'll get 25,000 points for every mini-mission you complete.

UNLOCK TOP CARS!

Vauxhall VX220
Win a single race in any mode with a first place position in all laps.

Ford Crown Victoria
Successfully complete Hot Pursuit Event 5.

Chevrolet Corvette Z06
Successfully complete Hot Pursuit Event 13.


▲ You're going to have to earn more points than this to open up the really good cars. Nice shade of green BTW.

Porsche Carrera GT
Get 3.5 million points to unlock the NFS edition of the Porsche Carrera GT.

McLaren F1
Get 4 million points to unlock the NFS edition of the McLaren F1.

McLaren F1 LM
Get 5 million points or win the World Championship to unlock the NFS edition of the McLaren F1 LM.

The Guide

Grand Theft Auto Vice City

Don't just play *Vice City*. Nick every car, complete the missions and buy all the houses. With GM's guide you can own the place...

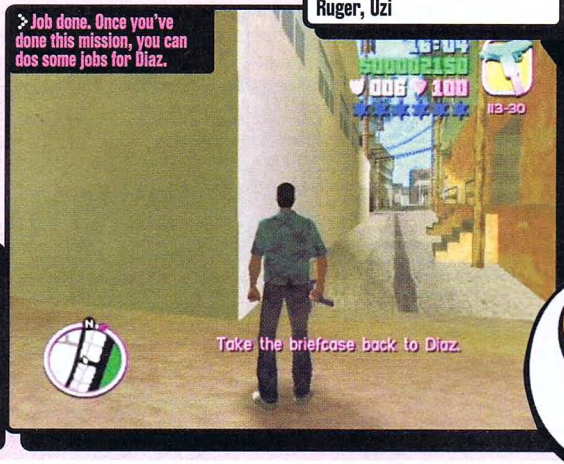
GANGSTER GUIDE!

To complete the game you'll have to complete all of the main story missions, or in other words all of Rosenberg's, Cortez's, Diaz's and Vercetti's (That's you that is) missions. Then once you've done all of the Assets and bought the Malibu and Print Works you can do the final missions. Here's how to do the hardest main story missions.

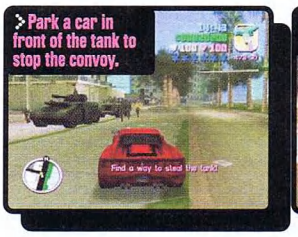
THE COLONEL: JUAN GARCIA CORTEZ

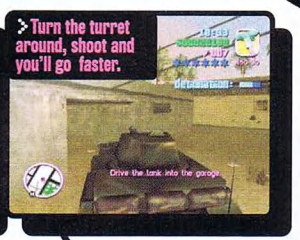
MISSION: Guardian Angels
PAYOFF: $1000
BRIEFING: Gun down the Cubans who attack Cortez
BEST WEAPONS: Ruger, Uzi

If a Cuban runs towards Diaz, shoot him first. Then when the group arrive from behind Diaz, walk half way down the steps, shoot the blokes on the right of the car, then go for the one who is gunning for you. Finally, turn around and help Lance shoot the bloke on the top of the stairs. Then, leap on the bike, keep an eye out for the small obstacles on the ground and hold ◎ to shoot the biker with your Uzi. Finally pick up the briefcase and take it to Diaz.



MISSION: Sir, Yes Sir
PAYOFF: $2000
BRIEFING: Nick a tank
BEST WEAPONS?: Sniper Rifle





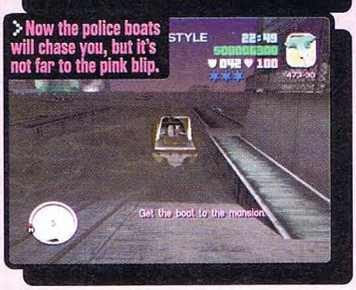
The trick here is distracting the soldiers, so you can pinch their tank and the best way to do that is to run some of them over, then run away extremely fast. Then, keeping your distance from the tank use a sniper rifle to pick off the remaining soldiers, including the turret guy. Run over to the tank and smash the door open with a melee weapon, leap in and drive away.

KEN ROSENBERG

MISSION: Riot
PAYOFF: $1000
BRIEFING: Cause a riot and blow up some trucks
BEST WEAPON: Colt 45

Rosenberg's missions are really simple until you get to Riot, the last of his Briefings. Punch four workers once to get the riot going. The problem is people may start punching you when you're trying to destroy the vans. So jump in a van, run over everyone (bit harsh, but what you gonna do?). Then, drive back through the gate, park the van next to an explosive barrel, get out of the van and shoot the barrel from a distance. Do the same for the other vans and if it still hasn't worked just ram one into a wall until it catches fire and leap out.

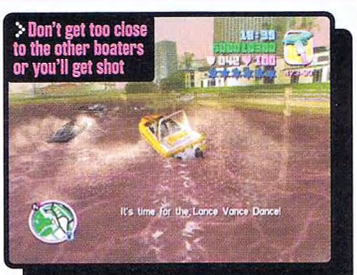
RICARDO DIAZ



MISSION: The Fastest Boat
PAYOFF: $4000
BRIEFING: Get a quality boat for Diaz from the boatyard.
BEST WEAPON: Machine Gun

The boatyard is crawling with hoodlums, so on the way there, check out a little building opposite the enormous docked ship for some body armour. Then get in your car and run over all your enemies. Then leap out of your car and run into the building in the middle. Shoot the workers, then walk up to the pink marker and the boat will lower into the water and a load more hoolies will attack you. Mow them all down with your Machine Gun, get in the boat and go for the marker.

MISSION: Supply and Demand
PAYOFF: $10,000
BRIEFING: Race Diaz's new boat to get his illegal substances to the dealer first.
BEST WEAPON: Ruger



Instead of following the other boats around to the right of the island, which leads into a series of tricky, tight turns, head around to the left and cut back in, saving time and trouble.

Then, when Lance takes control of the boat, destroy the boats behind you first, then the helicopter above, next the gunmen on the jetty (who are foolishly loitering around explosive barrels), and lastly one more boat ahead of you to complete Diaz's last mission and get a whopping $10000.

ASSETS & EXTRAS

You'll need to complete the Asset Missions and buy The Malibu and The Print Works before taking on the final two missions. Here are the hardest ones.

MITCH BAKER MISSIONS

MISSION: Messing With the Man
PAYOFF: $2000
BRIEFING: Fill your chaos meter

Go up onto a nearby rooftop or hide behind a wall, so you won't get hit by the police and lob some Molotovs into the crowds and use the M4 to shoot down cars. Four bullet hits to a car will raise your wanted level as will killing four people.

MISSION: Hog Tied
PAYOFF: $4000
BRIEFING: Reclaim Mitch's bike.

Get a bike and use the steps on the building opposite Ammu-Nation to jump across to the roof. Ride off the edge, by the yellow dot on your radar, to the yard below. Quickly get on Mitch's bike and ride up the white steps to the street. Return to the biker's bar.

ASSASSINATIONS

MISSION: Autocide
PAYOFF: $4000
BRIEFING: Kill five gang members at different locations in town.

Snipe the first target on the billboard. Hit the driver a few times with the sub-machine gun before he spots you, then ram him when he drives off. Try to snipe them from a distance. One will get out of the car - run him over, then go after the other and ram him. Snipe off the next target who is on a boat and knock the final victim off of his motorbike.

MISSION: Loose Ends
PAYOFF: $16000
BRIEFING: Get the briefcase and return it using the helicopter.

Snipe the men in suits behind the car, then the man on the ledge of the building opposite. Use the submachine gun to shoot exploding barrels and kill the guards ahead, then run up the stairs. Shoot or bomb the guards and head down the stairs to the right side of the compound. Snipe the enemies in the distance, grab the briefcase and fly the helicopter to the helipad.

PORN EMPIRE

MISSION: G-Spotlight
PAYOFF: $8000
BRIEFING: Redirect a spotlight onto Candy Suxxx.

Get the fast bike by the security guard station and go to the blip. Head through the office building, get up some speed and jump to the next building. Continue jumping across the buildings, getting up sufficient speed first, until you reach the spotlight.

CUBAN

MISSION: Cannon Fodder
PAYOFF: $2000
BRIEFING: Drop Cuban thugs off into a Haitian hood and steal a van.

Get a four-door car and collect the Cubans, drop them off and help them in the gunfight. Blow up the car using the Rocket Launcher, then use the PSG-1 near the entrance to get to the sniper and kill him. Steal the van and drive it to the restaurant.

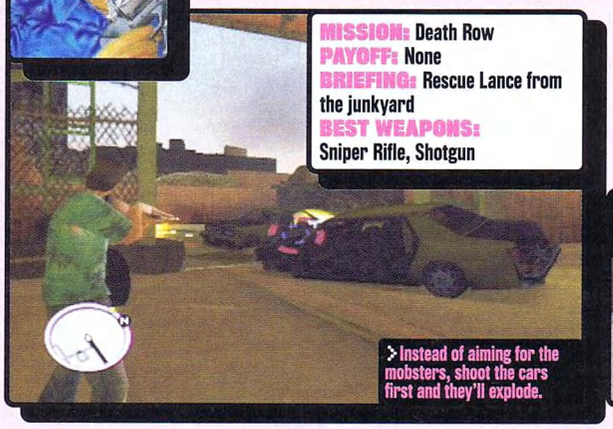
MISSION: Naval Engagement
PAYOFF: $4000
BRIEFING: Kill some Haitians and nick some briefcases.

Use the Sniper Rifle to take out the Haitians and Rico will pull up to the dock and let you out. Collect the briefcases. Drive to Robin's Cafe. Your Wanted Level will be high, so find police bribes or a Pay 'n' Spray on the way.

MISSION: Trojan Voodoo
PAYOFF: $10000
BRIEFING: Steal a Voodoo car and plant bombs in the Haitian factory.

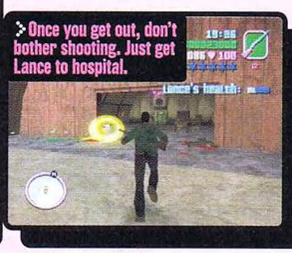
Get the Voodoo car from Poulet's house and meet Rico and the Cubans. Follow them to the compound, then run over as many of the Haitians as you can. Plant the bombs in the factory. Find the stairs in an alley behind the building to the right of the main gates. Run across the rooftops to the street.

TOMMY VERCETTI: CRIMINAL EMPIRE



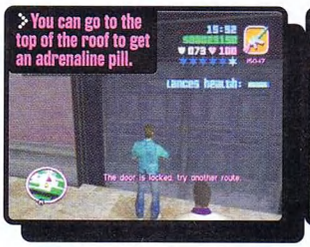
MISSION: Death Row
PAYOFF: None
BRIEFING: Rescue Lance from the junkyard
BEST WEAPONS: Sniper Rifle, Shotgun

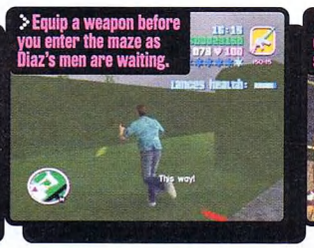
Get some body armour and a fast car - an Infernus or a Cheetah will do. Before you get to the barricade, pull in at the left-hand sideroad and snipe the cars they're hiding behind until they explode. Now whip out your shotgun and gun down the people in the junkyard and make sure you shoot the guy on top of the crane before going into the warehouse. Then use your sniper to kill the guards, get Lance and run to the left, get in the Sentinel and speed along to the hospital.

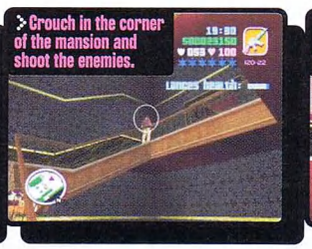


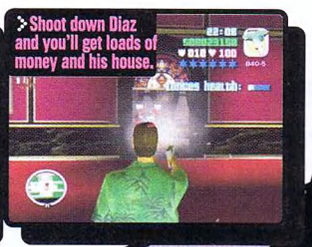
MISSION: Rubout
PAYOFF: $50,000
BRIEF: Join Lance and gun down Diaz
BEST WEAPON: M-16

Make sure you have some body armour before equipping yourself with Lance's weapons. Use the M-16 to gun down the guards at the front door of the mansion. Now go to the west side of the mansion, carry on through the short hedge, gunning down Diaz's men with your M16 and head into the mansion. Now climb the spiral stairs until the second floor, then walk down the hall to reach Diaz. Now shoot down Diaz and his mates like the lowly dogs they are.

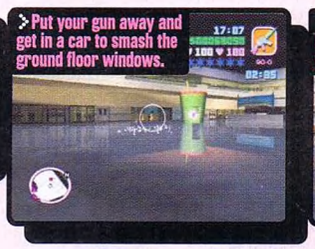


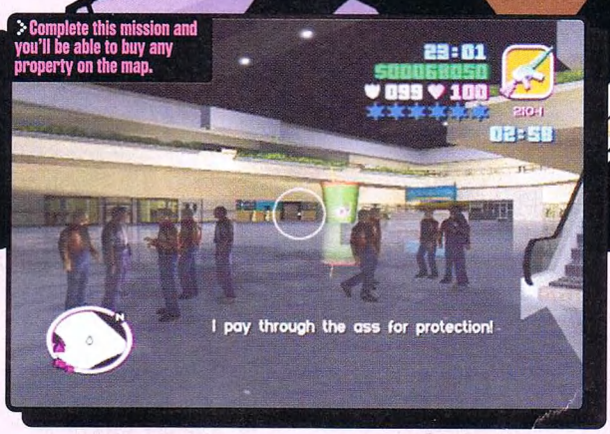






MISSION: Shakedown
PAYOFF: $2000
BRIEFING: Break shop windows in the mall
BEST WEAPONS: Grenades, Machine Gun, Uzi

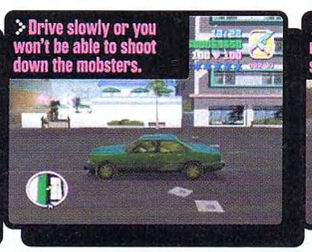




You'll build up your Wanted Level here big time, but yiou can always change your clothes in Gash to lower it. The best weapon is a car - there's a display model Infernus at the top right of the ground floor, so hop in and ram raid the shops on the ground floor. You can also use your Uzis for some drive by shootings on the windows. Then hop out, change clothes if you really feel that you have to and go up the escalators. Then use your grenades on the book and jewellery stores, and run up and shoot the Vinyl Frontier with your machine guns. Finally go up to the top floor to blow Gash's windows and head down the escalators for the bottom floor so you can blast the Tarbrush Cafe good and proper.

MISSION: Bar Brawl
PAYOFF: $4000
BRIEFING: Gun down the thugs protecting the Front Page Bar
BEST WEAPONS: Uzi, Shotgun

Get in the Sentinel (not the Infernus, it's only a two-seater and you've got two mates with you), and drive up to the first checkpoint. It's a classic drive-by set up, so cruise slowly past the marked men and pump them full of lead. You now have five minutes to get the rest of the gang, so go to their nearby headquarters and get out and use a shotgun to keep targetting and killing them. One shot each will do the job. There is a police bribe in the alley near the stairs which you'll probably need. Now the two guards get away and trash your motor. There's no time to get a great car, so nick the nearest car and chase after the bikers. Now all you need to do is smash into their bikes and reverse over them a few times until they're dead. Lovely.



SPOILER ALERT! • SPOILER ALERT! • SPOILER ALERT!

FINAL MISSIONS

SPOILER ALERT! • SPOILER ALERT! • SPOILER ALERT!

You can't do these missions until you've completed 60% of the game and bought the Malibu and the Print Works and completed their missions. So you'll need to do all the Assets missions (See Assets for tips on the hardest ones) and buy plenty of property. We don't want to spoil this for you by showing off the twist at the end, but if you want to know what happens at the end or are really stuck, read on...

SPOILER ALERT! • SPOILER ALERT! • SPOILER ALERT!

MISSION: Cap the Collector
PAYOFF: $30,000
BRIEFING: Kill three pairs of tax collectors who are after your properties.
BEST WEAPON: Rocket Launcher

Catch the collectors as they leave the boathouse (you probably won't have time to stop them taxing it). Then smash their bike with the car and run them over. Now head for Sunshine Autos, knock them off their bikes and finally drive to the Malibu and do the same. You have to be quick, unless you've got a Rocket Launcher. In which case wait for them and shoot them.

LER ALERT! • SPOILER ALERT! • SP

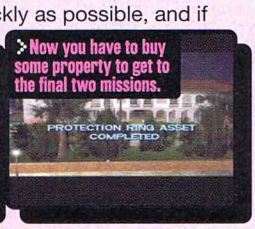
MISSION: Keep Your Friends Close
PAYOFF: $30,000
BRIEFING: Defend Your mansion from the mobsters
BEST WEAPON: Python (It's behind your desk in the office)

Shoot mobsters with your Python as they come up the stairs. Once you've shot 15, it's time to get Lance. He's outside the office near the hallway. Chase him to the rooftop, run to the left corner, grab the adrenaline, run for the helipad, get the health and shoot the barrels. Lance is harder, so keep moving and crouching to gun him down. Now return to your office, crouch behind your desk and take out more mobsters, then head down the stairs and shoot Sonny. Game over! Almost. Now go and take over Vice City.

SPOILER ALERT! • SPOIL

MISSION: Copland
PAYOFF: $10,000
BRIEFING: Blow up a bomb in Tarbrush Cafe at North Point Mall.
BEST WEAPON: Sniper Rifle

Get in the Sentinel and drive to the lockup. Then find a police car and fire a few bullets at it until it follows you. Drive straight into the lockup and it should follow, activating the cutscene. Once in uniform, get the police car from around the corner, and drive carefully to the door closest to the Tarbrush Cafe. Park it so it's facing the road, immediately outside the door. Go inside and walk into the marker to activate the bomb, then run to the car. You need to drive back to your pad as quickly as possible, and if they set your car on fire, leap out and jump in one of theirs, but don't drive off without Lance. Take the same route back you used to get to the mall, and run into the marker by your front door.



ASSETS & EXTRAS

HAITIANS

MISSION: Juju Scramble
PAYOFF: $1000
BRIEFING: Retrieve several stashes before the cops get them.

Drive to the first pick-up location. Pick up the next package and go to the nearest Bribe. Park right next to the final package and grab it, then head to another Police Bribe. Then back to Auntie's.

MISSION: Bombs Away
PAYOFF: $2000
BRIEFING: Use an RC plane to drop explosives on some Cubans.

Get to the plane and fly to the Cubans. Destroy the three boats first - either Kamikaze with your first plane, or drop the bombs. Now kill the Cubans trying to escape in a vehicle. Check you've gotten them all using your radar.

MISSION: Dirty Lickinís
PAYOFF: $4000
BRIEFING: Snipe the Cubans from a building without being spotted.

Go to the south-east street corner from Auntie's and you'll see your targets. To the north of them is a building. Climb the steps. Enter the pink marker and start sniping the Cubans. Be careful not to hit the Haitians in the blue shirts.

BOATYARD

MISSION: Checkpoint Charlie
PAYOFF: None
BRIEFING: Use your speedboat to collect the floating packages.

Choose a boat. The Squallo's better. Ensure that you control your turns and hit the jumps fast. After you've finished the mission, you can keep playing it and the prize increases by $1000 each time.

KAUFMAN CABS

MISSION: Cabmegeddon
PAYOFF: $3000
BRIEFING: Survive attack from VC Cab and defeat their boss.

Drive into 8-ball's bomb shop - the cabs will follow you. Jump out and detonate the bomb. Shoot the bosses' tyres and jump when he drives at you. Pull him out of the cab and run him over. Then go and blow up his cab.

THE MALIBU

MISSION: The Briefing
PAYOFF: $30000
BRIEFING: Rob the bank and kill the SWAT team.

Use the taxi to transport your gang to the bank. Enter the pink marker, then go upstairs to the vault and kill the guards. Take Jones to the safe via the elevator, then return in the elevator to the manager in a second floor office. Lead him back to Jones. Go to the pink marker in the lobby. Use the desk for cover and take out the SWAT team and use either the Magnum or submachine gun. Go outside to the getaway car, shooting any guards that are near the cab. Head for home, stopping at the Pay 'n' Spray first.

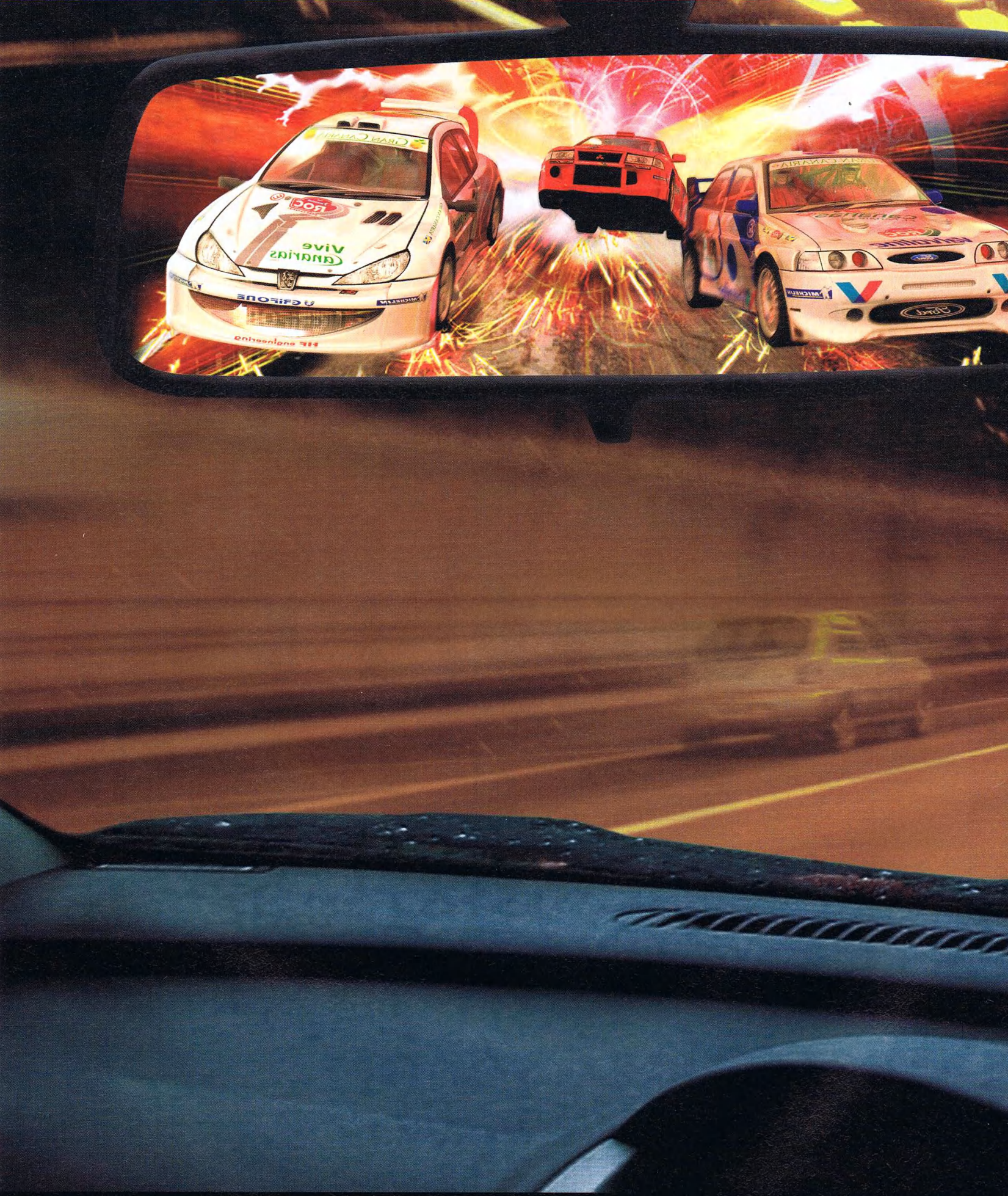
PRINT WORKS

MISSION: Spilling the Beans
PAYOFF: $2000
BRIEFING: Find and extract information from a Shipping Officer.

You'll be shot at as you climb aboard the boat, Follow the radar and climb to the third level. Shoot the guards, then find the Shipping Officer. Stop at the Pay 'n' Spray on the way...

MISSION: Hit the Courier
PAYOFF: $5000
BRIEFING: Kill the courier who is delivering the plates.

Go to the docks. The courier will land in a helicopter then drive away. Use the sniper rifle to kill as many of the lady assassins as you can and blow out her tyres. Now chase and ram her car, pick up the plates and return to the Print Works.



ACTIVISION

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Compete to become the Champion of Champions in this new style rally action racer
Slippery when Wet, Muddy, Snow-covered...
Tear up the terrain on 19 massive tracks in fully interactive environments
Taste the Dirt. Taste the Victory!
Check out the hairpin twisting, brake-screaming action in 19 fully licensed rally cars
REMEMBER WHERE THE GAME ENDS
RALLY
FUSION
MICHELIN
RACE OF CHAMPIONS
GRAN CANARIA

MASTER CLASS

Fancy a ride in a **UFO**? How about access to **special levels**? Or perhaps a **super flame** for your **pet dragon**? Fellow gamers **tell you how...**

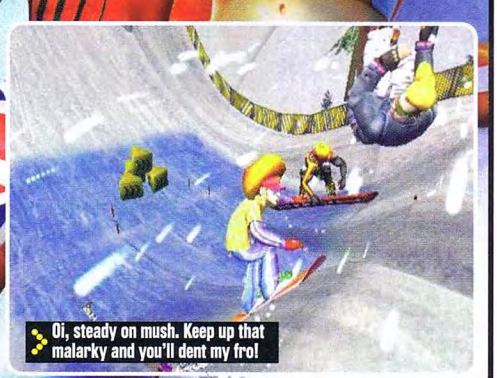
YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS

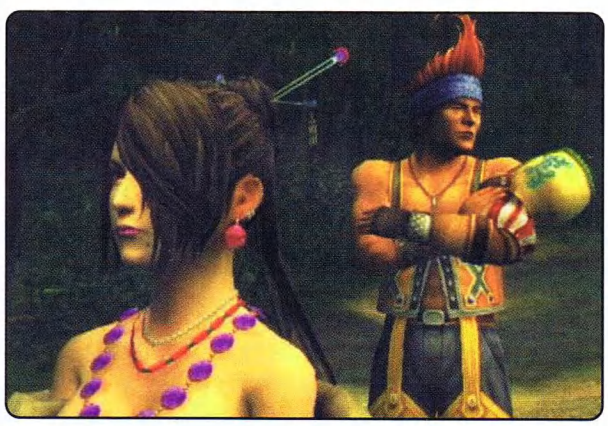
TIP OF THE MONTH
SSX Tricky

You're a JOYTECH Top Tipster!

UFO Shortcut – Immediately after the second checkpoint on the Mercury City level, there is a red SSX sign. Go through that and into the car park. Then go to the end of the car park and turn left down a small ramp. At the bottom of the ramp there are two rooftops. Jump onto the closest rooftop and from there jump onto the next one. In front of you there will be a small pole, grind it and jump off the end to get under the UFO (I recommend that you save some of your boost to do this as you will need a lot of speed). The UFO will then transport you to an area covered in snow with a few trees dotted around. Go in a straight line and shortly you will come to a frozen stream, follow this and you will come to a small brick wall. Go through the brick wall and into the tunnel. When you come out the other end you will be near enough at the end of the level. If you do this correctly you may be able to get a time of around 3 minutes and 45 seconds.

Mark Tanner, Swindon





FINAL FANTASY 10 (PS2)

Jecht Shot 2 – This tech is for Tidus, and to get it all you have to do is have Tidus learn all his key techniques (Venom Tackle, Drain Tackle 2, and Anti-Venom 2). Once Tidus, has learnt all of these then Jecht Shot 2 will become a Blitzball Tournament prize.

Auroch's Spirit – This tech is for Wakka, and to get it all you have to do is have Wakka learn all of his key techniques (Wither Shot, Drain Tackle, and Tackle Slip). Once Wakka has learnt them all then Auroch's Spirit will become a Blitzball Tournament prize.

Edward Grencis, Manchester

▲ Mum, that venus flytrap's gone a bit lairy...

BLADE (GBC)

Hard Mode – Beat Chinatown, before the easier levels and it will automatically switch to hard mode. Then go to Enemy Base 1 (level one) which will now have bats coming to suck your blood, and the Subway (level two) will have harder enemies. Perfect if you think it's too easy!

Different Coloured Enemies – Beat the Harbour (level five) and go into Chinatown. Your first enemy is in grey, and all the other enemies will be the same colour as the Harbour's evil people.

Son Dinh, London

POKÉMON RED AND BLUE (GBC)

Get all Three Starting Pokémon – First you'll need two *Pokémon* games (i.e. *Red* and *Blue*) and a link cable. Now start a new game and get the first Pokémon from Oak. Once you've given Oak his parcel go up to the Poké Centre and trade the first Pokémon onto the other game. Now start another new game and do the same for the next Pokémon. When you've got your third Pokémon, get some Pokéballs and catch either two Pidgeys or two Rattatas. Now go to the Poké Centre and trade the Pidgeys or Rattatas for the first and second starter Pokémon. Result!

Mark Riddell, West Lothion

SUPER SMASH BROS. MELEE (GC)

Unlock Mewtwo and Mr Game and Watch – Set up a Vs. Melee match against the computer and change the rules to: a stock match with only one stock each, and change the stage select to Ordered. Now choose two characters only and go into the battle. Just after the battle begins, make one character fall off the edge purposely so that the battle finishes. After doing this over and over again you should be getting closer to unlocking Mewtwo and Mr Game and Watch. To see how close you are getting to your goals just go to Data and then to Misc Records and have a look at how many Vs. Battles you have done. 700 gets you Mewtwo, and 1000 gets you Mr Game and Watch.

Mark Jones, Birmingham

▲ Monkey see, monkey do, monkey smack you in the kisser if you mock his tie.

▲ Baller plumbers vs the redneck hamsters.

▲ Didn't you know? Shell suits are back in...

▲ Swap you a Pidgey for two Rattatas sir?

Look you muppet, I said I wanted three chicken chow meins, a mushroom foo yung, chicken and sweetcorn soup and that delicate little shrimpy toast you do so well...

There's an old piano and it's playing hot behind the green door. Sorry Shakey.

GRAND THEFT AUTO 3 (PC)

Hidden Flame Thrower – Go to the Train Station near the Callahan Bridge, and go onto the walkway in the middle of the tracks. Then follow the tracks north until you reach the Head Radio Station building where you will see the flame thrower on the roof. Simply jump across and it's yours.

Hidden M60 – To get the M60, just head round the back of the restaurant where you go to work for Toni.

Chris Kennie, Glasgow

SUPER MARIO ADVANCE 2 (GBA)

Get Lots of Lives Quick – To get heaps of lives go to Star World 3, and run to the end of the level picking up either the 'P' button, or the hatched Yoshi. Then wait in front of the tape. Do not cross it. Wait for the Lakitu to arrive then dodge the spiky shells he throws. When he has thrown two shells, cross the tape making sure both spiky shells and Lakitu are on the screen and you are still holding the 'P' button or baby Yoshi. Do this right and the enemies will disappear and you will get shed loads of points and around 10 lives. Repeat this and you'll never get 'game over' again. Note: This only works if you have not collected the five Dragon Coins on that level.

Unlock Special Levels – Find the secret exit on Star World 5. To do this, start the level with a cape and fly as high as possible through the level. After a while you will come to a long platform in the sky and the key is on the far right. A star should now appear in the centre of the Star World, that'll take you to the 8 Special Levels.

Alternative Costumes for Enemies – Complete all levels as well as finding all the secret exits. You will get a special cut-scene when you do this and the intro movie and map colours will have also changed.

Instant Warp Level – Completing all levels and secret exits will also give you an instant level warp. Go onto the results screen by pushing the Select button then highlight the level you want to go to with the white arrow and press A. You will be instantly transported there.

Play the Boss Castles again – Defeat Bowser to replay the Boss Castle stages.

Stuart, via email

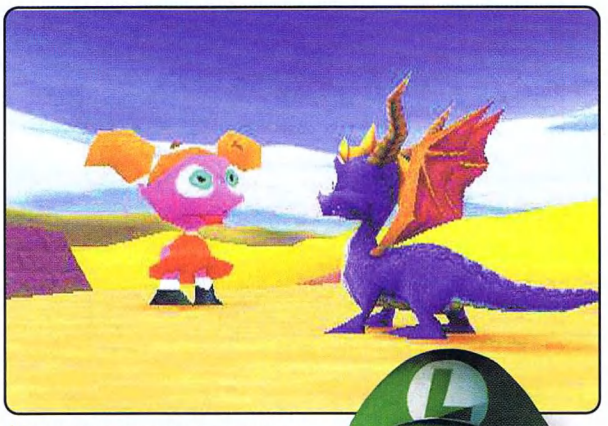
Mario got caught short on the way home and retired to a bush for a quick sprinkle.

SPYRO 2: GATEWAY TO GLIMMER (PS)

Super Flame – Once you have got 100%, get the Super Flame in Dragon Shores (to the right of the entrance), then save your game. Now start a new game from the same memory card and you will have the Super Flame from the start.

Daryl Ellis, Dover

The plumbers now waiting on platforms one and three are awaiting a driver and will leave as soon as we can find one in the pub.



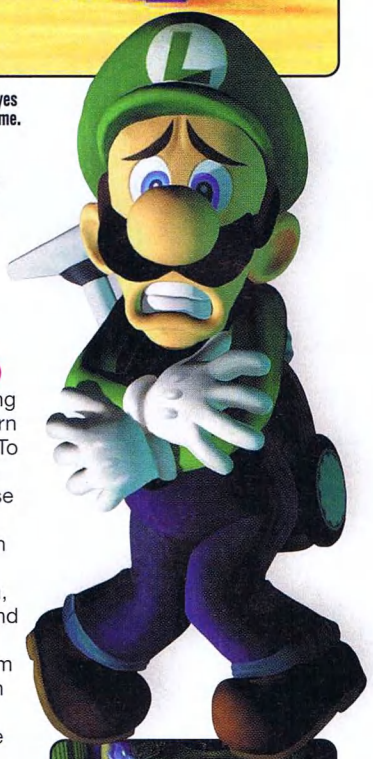
I'm sorry doll, the red hair, green eyes and violet face combo doesn't do it for me.

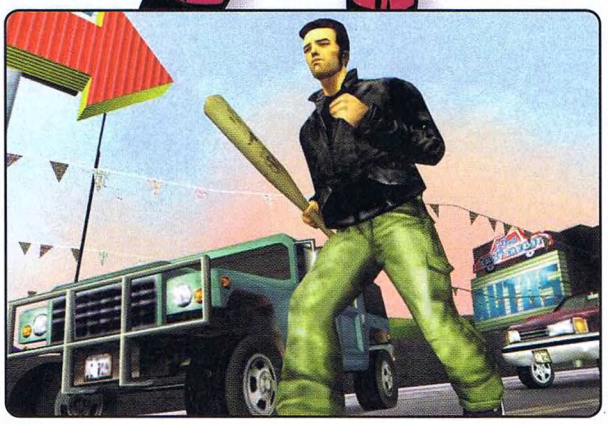
LUIGI'S MANSION (GC)

The Golden Mice – Sucking up the Golden Mice will earn you loads of extra money. To make them appear, search the hidden blocks of cheese with the Game Boy Horror. The blocks of cheese are in these rooms: The Study, Madame Clairvoya's Room, Dining Room, Tea Room and the Safari Room. Golden Mice also appear at random in the following areas when they are dark: Main Hall, Kitchen, Tea Room and the Sealed Room.

Catch Boos Easily – Boos are annoyingly hard to catch, especially if they have lots of energy, but I've found a way to catch them with ease. Follow them sucking energy, then before they go through the wall, walk backwards very slowly. This way you can take a lot of energy and then drag them back while taking more energy. Doing this I beat King Bowser after only getting King Boo out twice, and hardly got hurt!

Paul Dunn, Cyprus





Can't hang around – someone told me there was a rounders match on in the hood...

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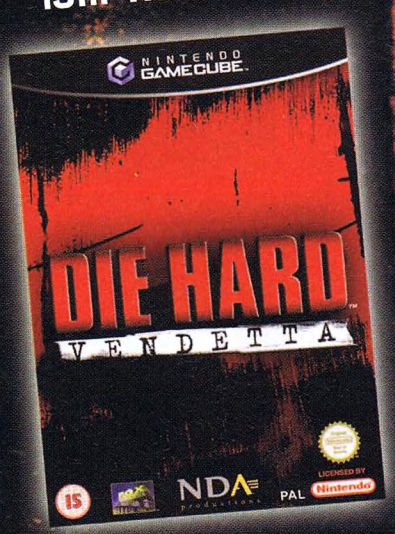
IT'S TIME FOR A LITTLE PAYBACK

Available
15th November



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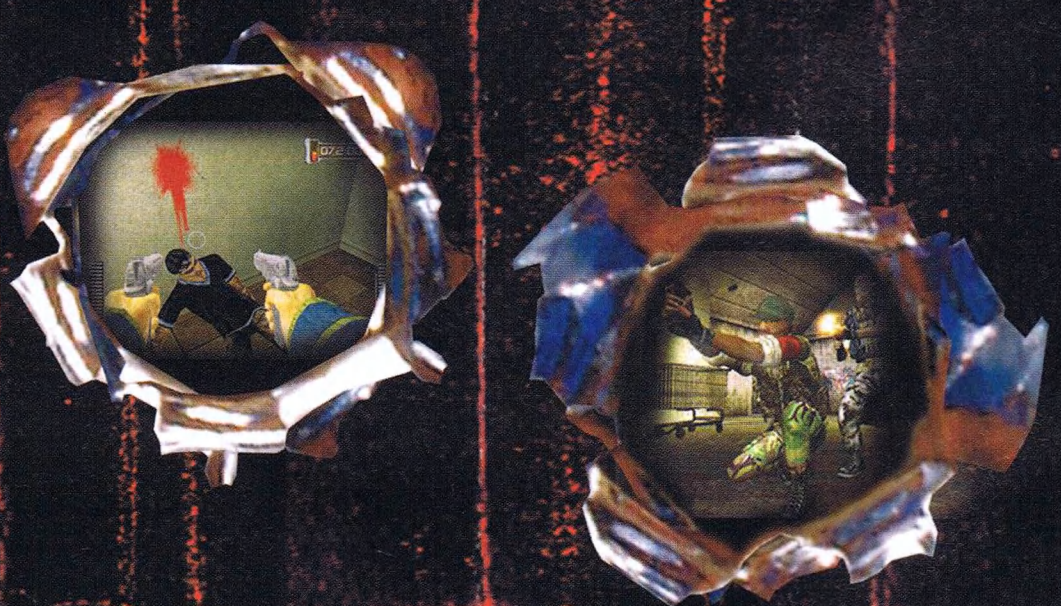
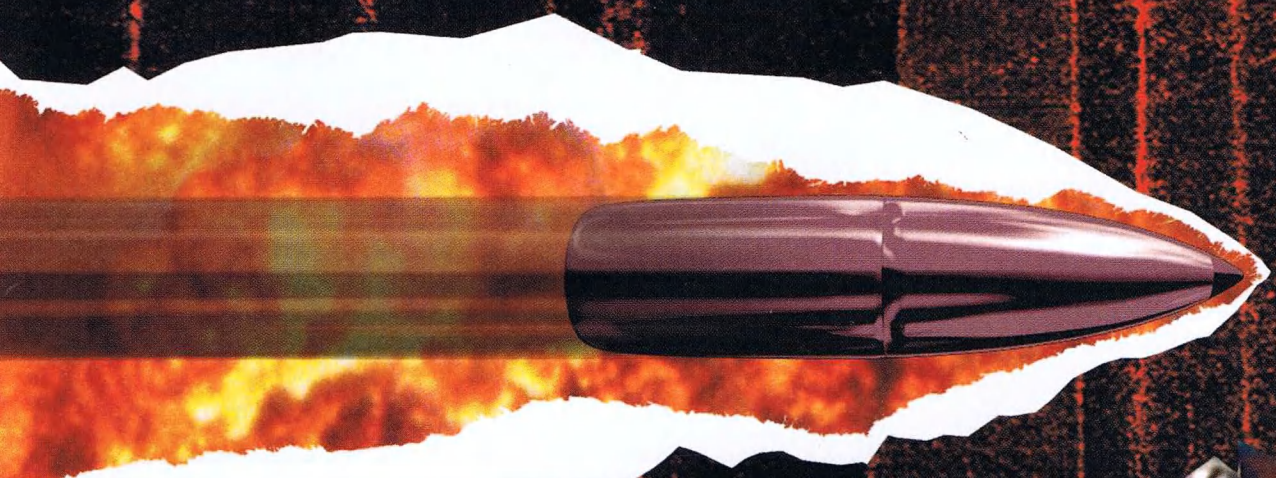
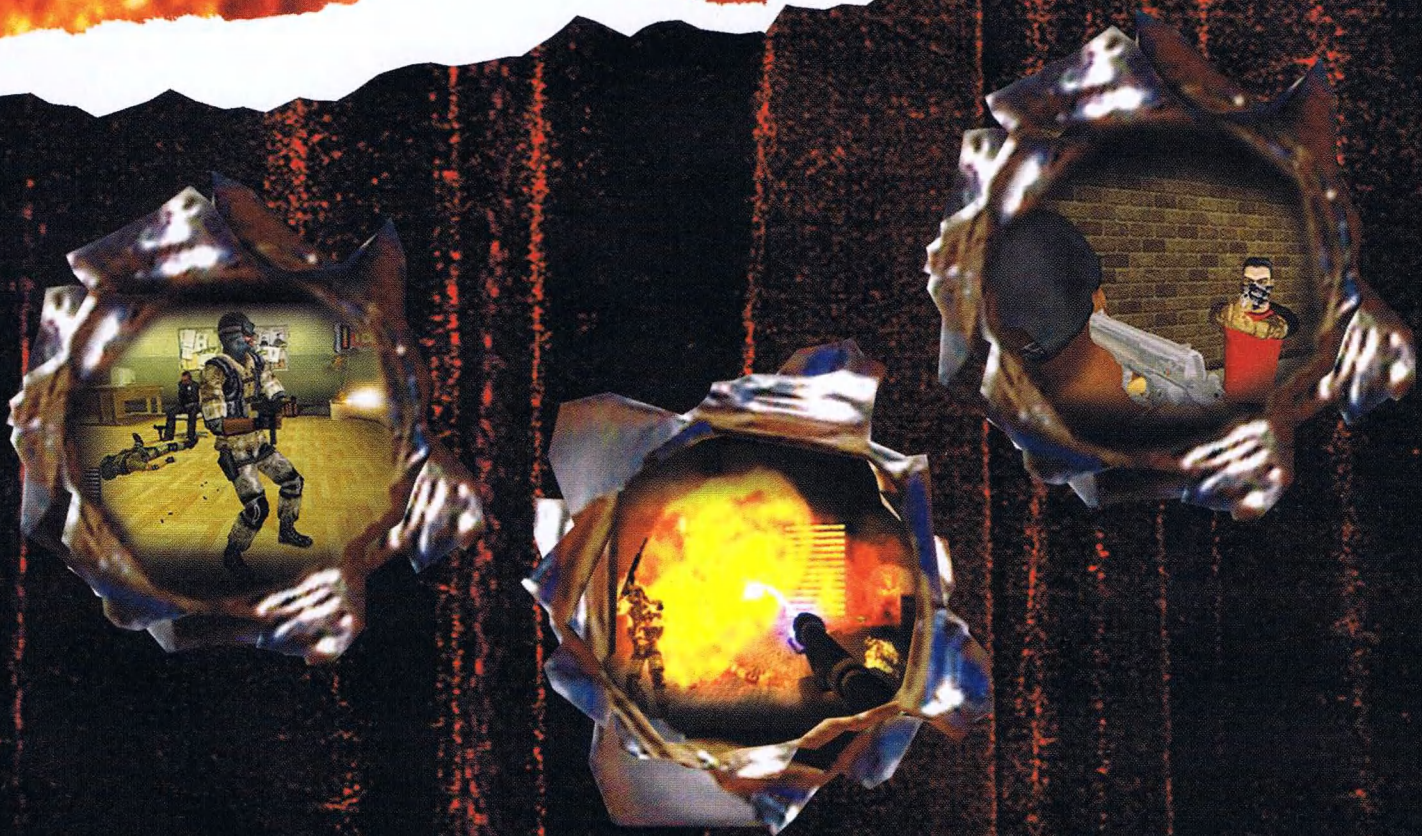


"A top first-person shooter that scores heavily in virtually every department. - 92%" GForce Magazine

DIE HARD™

VENDETTA





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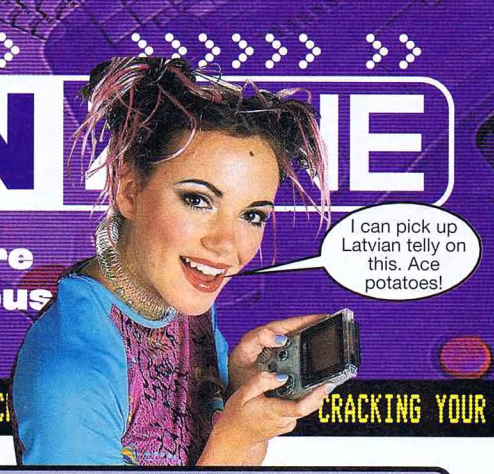
CONSOLETATION

Still stuck on the same level and don't know where to turn? Sounds like you're in need of some serious Consoletation! Why don't you tell us all about it...

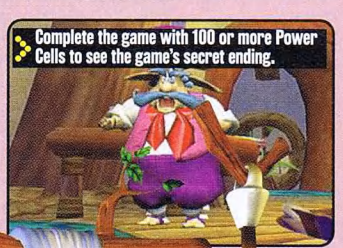


CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR

JAK AND DAXTER

Dear GM,
Can you help a desperate gamer? I'm at the Spider Cave on *Jax and Daxter*, for PS2, and want to know all the Scout Fly locations.
Greg Winslow, South Wales

No problem Greg. There are seven Scout Flys to collect within Spider Cave. Here's where you'll find them...



#1: In a small alcove connected by the bridge to the red structure at the back of the cavern on the upper level.
#2: It's high up on a rock pillar to the right of the main cavern. Use the steps to collect it.
#3: This Scout Fly is on the arc path above the start area to Spider Cave, near the Yellow Eco vent. Climb to the higher level then use the moving platforms.
#4: In the room containing the giant robot, go up the ramp then jump over the flame-throwers and follow the path to the end. Now use the Yellow Eco to clear the path of crates until you reach the Scout Fly.
#5: This Scout Fly is located in the same room as the fourth one. It's higher up and at the end of the path to the giant's eye.
#6: It's on a platform in the small room that connects the main cave to the dark cave, and is located across from the dark crystal on the other side of the Dark Eco pool.
#7: This Scout Fly is located inside the Dark Cave. It's above one of the uranium rocks on a wooden walkway.

CASTLEVANIA: CIRCLE OF THE MOON

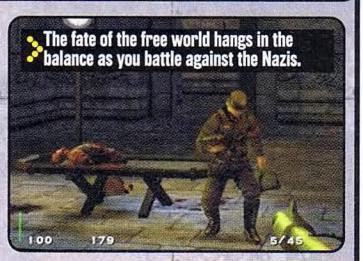
Dear GM,
I am having some trouble in *Castlevania: Circle of the Moon*. I have reached Dracula (part 2), but this guy is so tough I can't beat him. I have searched in every strategy guide but none seem to work so I decided to take advice from the best gaming magazine, so can you help me defeat him?
Omar Shaykh, via e-mail

Get ready to whip some arse, old Drac is back!
There's an arsenal of weapons including whips and magic items to combat the Count of Darkness.

Okay Omar, we've show you how it's done. During this battle you need to target and hit Dracula's eye but only when it's open. Summoning the Thunderbird is also a good option as it'll make you invincible too. After Dracula's received 1,500 points of damage, he'll start charging at you. Use Roc's Wing to dodge these attacks. After his third charge, his eye will open up again. As soon as he charges for the third time, summon Thunderbird to finally defeat him.

RETURN TO CASTLE WOLFENSTEIN

Dear GM,
I'm an old fan of *Wolfenstein 3-D*, and have just got my hands on a copy of *Return to Castle Wolfenstein*, for the PC. It's been a while since I've tried to complete a game from start to finish, and am already in need of your help. I've got as far as the first main boss Helga von Bulow, but just can't defeat her. Please tell me what I need to do?
Tim Thornton, Essex

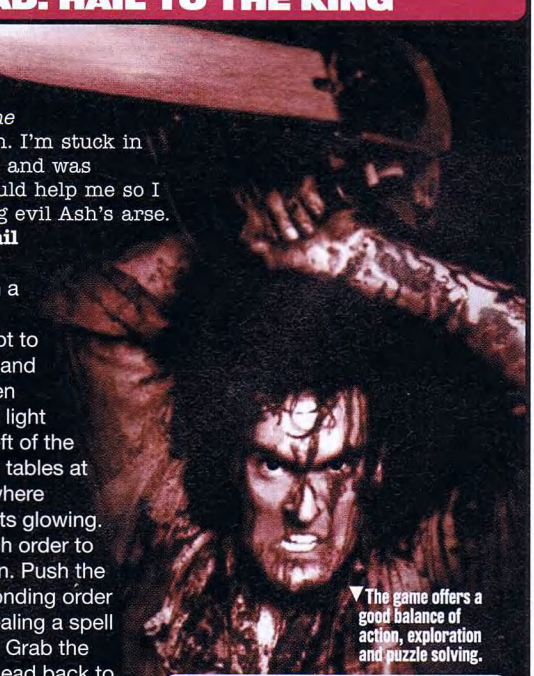


▲ There's also a chilling story-line, filled with frightening tales.

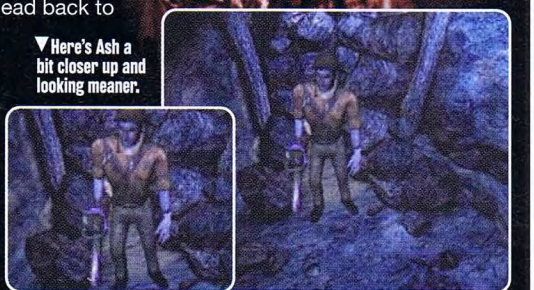
Make sure you've got plenty of ammo before you enter this fight. Walk at the sides and the floor will break revealing many zombies. Kill as many as you can before going to the other side where Helga will appear. Circle-strafe around her and open fire with the MP40 aimed towards her head, avoiding the flying skulls. If they hit you you'll be temporarily blinded. When you need more ammo or health, head back to the start area and restock then return to the battle and finish her off.

EVIL DEAD: HAIL TO THE KING

Dear GM,
I have a problem with *Evil Dead: Hail to the King*, for PlayStation. I'm stuck in the Library (disk 2) and was wondering if you could help me so I can get on to kicking evil Ash's arse.
Superspud, via e-mail


▼ The game offers a good balance of action, exploration and puzzle solving.

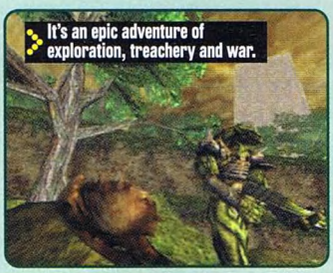
Sounds like you're on a mission Superspud! Here's what you've got to do. Enter the Library, and kill the two priests then collect one Torch and light the other at the top left of the staircase. Look at the tables at the top of the stairs where you'll notice some dots glowing. These show you which order to push the four books in. Push the books in the corresponding order to open the door revealing a spell book and save chest. Grab the book and save then head back to the portal and switch back to Azeez. Azeez will then open a portal for you, who will then be brutally eaten by a monster. You can now escape through a portal to the final showdown.


▼ Here's Ash a bit closer up and looking meaner.

TUROK EVOLUTION

Dear GM,
I'm really addicted to *Turok Evolution* on Xbox and I've managed to get so far but am now stuck and in need of some serious advice. I'm on the Meltdown level, and need to get the War Plans but I just can't make it past the room with the Spawners. Can you please help?
Martin Keen, Dublin

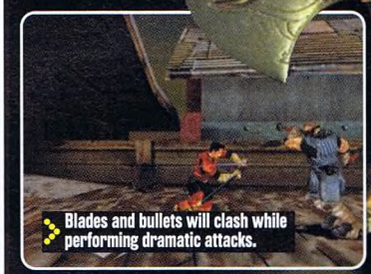
Once you're inside the room with the two Spawners in the middle, equip the Chaingun followed by the Flechette gun and then the Shotgun to target the troops when the Spawners become active. Destroy the wave of Slegs then prepare for more when the doors open. Kill them then use arrows to remove the two Spawners before venturing into the next room to take out any remaining Slegs. Enter the opening on the far right side and up the stairs. Use the Shotgun to deal with the Slegs. At the top equip the Minigun then target yet more Slegs. Now head right and enter the opening to the tall chamber. Secure the area and get the War Plans from the central computer then exit down the ramp to the left.


It's an epic adventure of exploration, treachery and war.

NEW LEGENDS

Dear GM,
I've been playing *New Legends* for Xbox, and have made it to the second stage of the Assembly Building, but keep getting overrun by the guards. Can you offer some help before I get totally hacked off.
Cy Richards, Wiltshire

As soon as you start, move forward and kill the ambushing guards, then head past the door to the ledge and press the switch. Head through the door then go down in the elevator. Go to the locked door which will slowly open, then equip the Lions Fury and kill the guards. Follow the arrow to the next door on the right then head up the stairs to the left and turn right and through the door. Go over the bridge and then down the stairs to the Medic. Continue to follow the arrow to the left of the stairs down the next set of stairs. Kill more guards then get ready with Lions Fury to deal with the Flyers. Use the wall for cover then launch your attack. Then proceed down the following stairs to the next Medic and charge your health. Turn to the right and use the Plasma Whirlwind to remove the guards then look to the other side to locate the guards with Tank Punchers. Kill them then head down the stairs and destroy the tank. Kill any remaining guards then go through the door, down the stairs and then left to the outside for the final elemental battle.


Blades and bullets will clash while performing dramatic attacks.

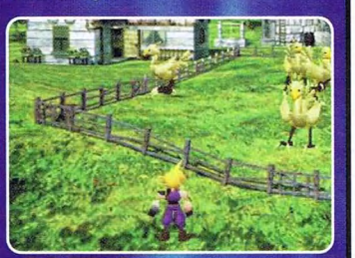
The action is intense and the adventure high – and loo at the barrel on that.

CLASSIC 2

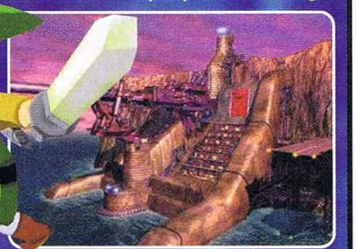
FINAL FANTASY 7

Dear GM,
I can't seem to beat the Materia Keeper in Mt. Nibel. I've tried and tried using different combos, moves and throwing different things, especially M-Tentacles. I think it's because I haven't found Yuffie, if so could you tell me where she is?
Billy Marsh, by e-mail

The Materia Keeper is a tough opponent that can inflict 500 HP damage to each of your characters but is also a Lightning based character, so provided you have the Elemental Materia-Lightning combination in your armour it will protect against heavy attacks and is key to winning this battle. The best method to adopt is to start with all your strongest magic, limit breaks, and summon attacks. Ensure that you also have a Cure-All combination to restore your characters after a Trine attack. The Materia Keeper will absorb fire attacks, and is not affected by Slow, Darkness, Stop, Poison, Berserk or Paralyse. If you got the Enemy Skill Materia, you can also learn Trine from the Materia Keeper, which is worth knowing. As for Yuffie, she's located in the forest outside Junon, where you'll have to fight her.


▲ Chocobos are an ideal form of transport.

▲ The battles are all pretty fun and interesting.

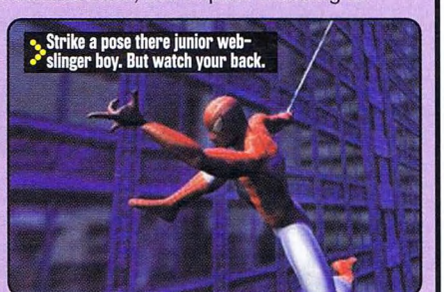

▲ As for side quests, there's loads of mini-games.

SPIDER-MAN: THE MOVIE

Dear GM,
I have been playing *Spider-Man: The Movie*, (PS2) but have come to a halt thanks to the Green Goblin. I'm on The Offer level but cannot progress any further without your help. Please can you assist?
Katie Jackson, Liverpool

You must land on the Green Goblin by holding down ⊗ or Jump, and then punch him until he throws you off. Repeat this until his health has been reduced to about half and he will crash through a ceiling. You'll must now fight him up-close, but be warned, he has excellent melee skills. Strike him with Impact Webbing and Laser Web shots, but don't rely on Web-Dome to escape danger. Once his health has been reduced to around 20%, he will exit and you'll have to fight him again in the air. Once he enters the room full of transformers, use Impact Webbing for maximum effect, and Zip-Dash and Double Jumps for evasion proposes.

▲ The Green Goblin is your main villain.


Strike a pose there junior web-slinger boy. But watch your back.

ZELDA: ORACLE OF SEASONS

Dear GM,
I'm stuck on the final battle with the dark dragon.
Lewis Mason, by e-mail

Start with seven Spin attacks using your sword and Pegasus Seeds. When he uses Din, use the Rod of Seasons to knock her away, then attack him with another seven Spin attacks. Now jump on the back of his hands and jump over to the other hand while slashing his face with your sword. When he attacks again use Pegasus Seeds. Get out of the way of his Blue Fire attack. Now for the Red Fire attack, use Pegasus Seeds and dodge the blasts. After 15 sword slashes the dark dragon will be defeated.

Wand from Ollivanders.

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PC CD-ROM

PlayStation

XBOX

PlayStation 2

NINTENDO GAMECUBE

GAME BOY ADVANCE

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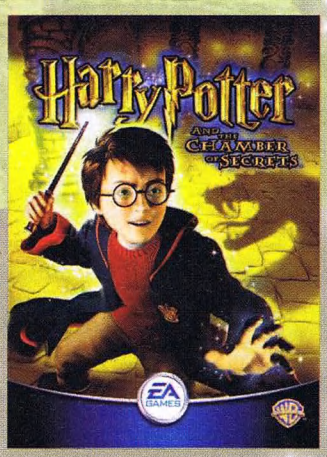
Flipendo from Defence Against Dark Arts.

Evil from The Chamber of Secrets.

Courage from you.



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EA GAMES

Challenge Everything

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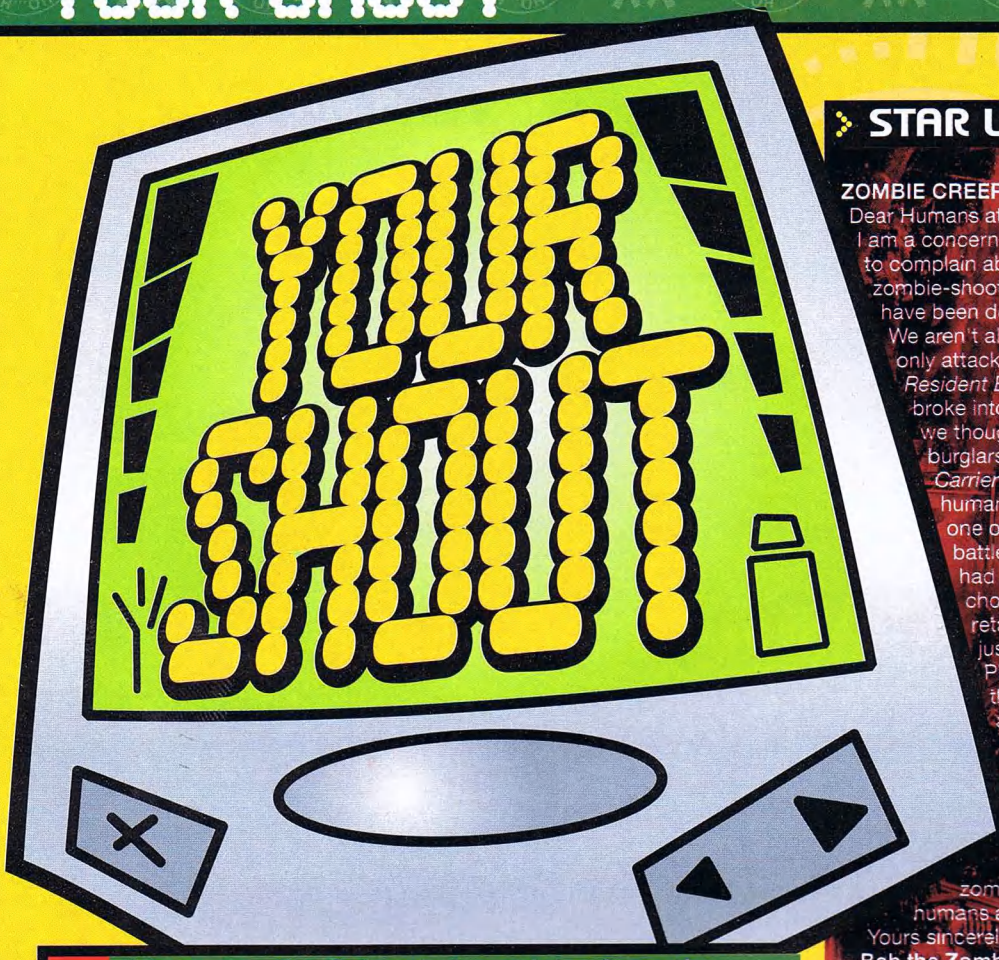


A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 62.

Want to yell at us because you disagree with something you've read in the magazine? Or got a good idea you want to share with your fellow gamers? Or do you just want to talk nonsense to the world? Well this is where you can do it. Simply e-mail your comments to: gamesmaster@futurenet.co.uk, or stuff them in an envelope, fill out the coupon (or copy it out if you don't want to damage your mag) on page 62 and send them to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. The best one will win a top game on the format of the writer's choice. Get scribbling and tell us something we don't know.

THE EDITOR • Robin Alway

STAR LETTER

ZOMBIE CREEPING FLESH

Dear Humans at GM,

I am a concerned zombie writing to complain about the amount of zombie-shooting games that have been developed recently. We aren't all bad, honest. We only attacked Chris and Jill in *Resident Evil* because they broke into our mansion and we thought they were burglars. Then in *Carrier* two humans attacked one of our battleships, so we had no real choice but to retaliate. It's just not nice! Please stop the torture and slaughter of our species as I can see a prosperous future with zombies and humans as best friends.

Yours sincerely,

Bob the Zombie, Winchester

We can sympathise with your point of view Bob but you should look at it from where we're sitting. There we are creeping down some dark alley, fifteen minutes after some dire disaster has just wrecked our home town. Then all of a some groaning beast that looks like the bloke from the chip shop explodes out of a window and tries to nuzzle on our neck bone in a very unfriendly way. If it was just the once we could kind of understand it, but every five minutes another bundle of your brethren come looking for brains. We're highly strung people with massive weapons in our mits - what do you expect to happen? Have a word with the zombie union about their behaviour towards us puny humans. Oh and sort your lot's trousers out. They're minging!

STAR LETTER

If you're the Star Letter writer, you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

UP YOUR POGUE

Dear GamesMaster,

I am writing with regard to your response to Alan Lee's letter in the October GM concerning the mistake you made when typing "Shane & Stephanie McGowan" in the *SmackDown!* section of your tips book. I take great exception to being called a "toothless Irish folk singer" and am deeply angered by this. Don't worry I'll still buy your mag, but if I hear you talk about us McGowans like that again I shall be forced to send the boys round to beat you all up.

Jamie McGowan, East Lothian

Hold off the boys! We're not having a pop, honest. We were referring to the real-life "toothless Irish Folk singer" Shane McGowan, who just happens to share your last name. And if you've never heard of him or plain don't believe us, take a look at the snap of your gummy namesake on the right. See!

▲ It would be a much more perect day if I could actually chew my food. Smashing gnashers eh!

DON'T MENTION THE WAR

Dear GamesMaster,

I like a good game as much as anybody else but shouldn't we have some morals? Games developers have been playing on WW2 for far too long. Now I'm not an anti-violence freak but surely we should leave the poor Germans alone. *Medal Of Honor* games serve as a constant reminder of a very ugly part of history which caused the deaths of 50 million people. And EA seek to make it fun. So they have made their money, now it's time to drop the dead donkey.

Shane Cornish, Hastings

A good point sir. But you could say something similar about war films, comics and those poems you're made to learn at school. And playing the first level of MOH:Frontline is pretty harrowing stuff that does get across at least a bit of what it must have been like to be there. But what do our German readers reckon?

HENMANIA

Dear GamesMaster,

Why have they not made *Tim Henman Tennis* yet? Sure there are great tennis games like the *Smash Courts* and *Virtua Tennis*, but we need variety. There are games like *Colin McRae*, *Tony Hawk* etc etc, But no single tennis player games - except maybe for Pete Sampras (flop). So a British company should get off their asses and make *Tim Henman Tennis*!

Steven Lowry, Londonderry

I can see it now. You too can play as a posh underachiever who promises much but always buckles under the pressure of some Equadorian who's ranked 128th in the world when it really counts. It'd be an absolute smash!

NO OFFENCE MEANT

Yo GamesMaster!

Hows it going? I'm a huge fan. Anyway I'd like to point out something I wasn't very happy about. You see I'm an Iraqi born British citizen and Im not happy about one thing in your *Conflict: Desert Storm* review by Jim McCauley. There's nothing wrong with it, honest it's a good game, but I didn't like it when he described the Iraqis as 'rotten'. I mean I was very offended. So next time could you please not offend countries in games and just stick to the game. I mean keep up the reviews, they're good, but please don't offend other nations, no matter what the country.

Hama Sadoon, London

What, even Belgium? We're sorry to have caused you any offence. Our Jim was actually making fun of the gung-ho American characters, so no offence was actually intended. But we can see how you might have got the wrong idea. And anyway, GM has got quite a fanbase in Iraq. Here's a note from our mate Aamer...

OUR FRIENDS IN THE EAST

Dear Sir,

I am Mr Aamer Rajab Al-Taee, I present my greeting and my admiration in your company which gained the admiration of the whole world through your developed technologies in producing PlayStation games, especially those of suspense and panic. I would also like to say that I was able to complete some of your games, but others were so difficult that I could not complete them because they include some hidden secrets. In fact some of your games include very little power and guns so I would like you to provide me with a magazine or a booklet of your A-2 Tipsis cheats. I thank you for your co-operation hoping you continue in producing such lovely games.

Aamer Al-Taee, Iraq

Glad you enjoy the mag mister, but sadly we don't actually make the games ourselves - it's a bit too much like hard work! We rather like the sound of "games of suspense and panic" though.

ON THE BLAG

Dear GamesMaster

I applaud your sentiments in making Peter Vallance's letter "Star Letter" in your November issue. Yes, kids (and adults) should be warned of the possible dangers of staring at flickering TV images for too long, but please - did you HAVE to add insult to injury to the poor guy. He should (for his own health), AVOID any kind of gaming for quite some time. So what do you do? Offer a top game of his choice! Come on...you're having a laugh! In the interest of fair play, I would be happy to accept said prize (on the grounds of his health, of course!) He'll thank me one day...

J Clarke, Croydon

Nice try Clarkey, you old chancer - but no freebie for you this time matey boy!

WRESTLING DIVA LADIES

Dear GM,

Every time you present wrestling games you seem you never say much about the *WWE* ladies (if they can be called that). Some of them are really kick arse - in real life *and* in the games. Chyna and some of the other top female fighters are really great and tough. I managed to beat all my mates in *WWF* on the PSone using Chyna, even when they used guys like The Rock and ladies like Ivory. You should feature them more often in your reviews of the games.

Antony Ananiades, Cyprus

You've got yourself a nice little obsession there Antony. So just to keep you happy here's a shot of British wrestling diva, the lovely Klondike Kate for you. Now that's a lady!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p62!

Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and send your entry in with the coupon on page 62 to the usual address!

Hi, I'm Kirstie-Alice and I'm 14 years old. I'm looking for a M/F penpal 12-17 who is mad about games like *Resident Evil*, *Silent Hill* and *Dino Crisis*. If you're mad about them too then get writing! 100% reply. Please can I have a recent photo? Also, if you're not within my age group, but you're 8-11 and are mad about all car games thenw rite to my brother James, aged 9. 100% reply but no photo needed. Look forward to hearing from you!
Kirstie-Alice or James Billings, 2 Moorgate, Mackworth, Derby, DE22 4HH.

Hi! My name is Steven, I'm 11 and I'm looking for a female friend (or more) who likes Nickelback and Puddle Of Mudd. I like nu metal, alternative rock, computer games, girls and rollerblading. You don't have to like everything I do, but it would be great if you did like something! Anyway, I'm pretty good at French and I have the average IQ of a 16 year old. PS Yes, I'm rich! PPS Please send me a photo if possible! PPPS It'd be briliant if you lived near or in Norwich. PPPS I've taken this PS thing too far now haven't I?!
Steven Wythe, The Willows, Frettenham Road, Frettenham, Norwich, NR12 7LZ.

Hey! I'm looking for a male/female from 12-15 years old who is a *Sonic* fan and who is a game fanatic. I'm 12, I am a huge *Sonic* fan and I simply adore hamsters. I have a PS2, GBA and GameCube.
Daniel Searle, 14 Patchway, Devises, Wiltshire, SN10 3RT. Email: viper-hedgehog-2003@yahoo.co.uk

Hi, I am looking for a penpal who is any gender and is aged 11-13 and has a PS2. You must either have *GTA3*, *Shawn Palmer's Pro Snowboarding* or *Aggressive Inline* and/or a PC with email. Maybe *Discworld Noir*.
Oliver Smith, 559 Pitsmoor Road, Sheffield, S3 9AV.

Hi, my name's Tom, but my mates call me Beanhead. I'm looking for a female penpal aged 11 to 13 (I'm 12). I like *The Simpsons*, *Futurama* and drawing. Gamewise I like extreme sports, RPGs and beat-'em-ups. I own a PSone, a PC, a GBC and might be getting a GameCube. 1 trillion% reply guaranteed, but only if you like the same things. Send a photo to:
Tom Parsons, 22 Lowfield way, Hazlemere, Bucks, HP15 7RR.

Self-confessed *Resident Evil* obsessive looking for peeps to share the interest. I'm 17 and love survival horror. It would be nice if you've got GameCube *Resi*. 16-18s only please. reply guaranteed. GM rocks cos it covers sooo much each issue and there are always sumptuous screenshots to drool over.
Laura Hunt, 151 Main Street, Clifton Campville, Nr Tamworth, Staffs, B7 0AX.

Hi, I'm Christopher. I'm looking for a male/female penpal aged 10-12 (I'm 10). I'm not really into heavy metal music or football. I have a PC and a good selection of games. You must like *Star Wars*, *Lord Of The Rings* and adventure games. Must be able to trade cheats and read GM. Please send photo.
Christopher Buttigieg, 1 Tilbury Court, Harbour Views, Gibraltar.

Hi, my name is Clayton. I'm looking for a male/female penpal aged 15-16 (I'm 15). You must own either a PC/Playstation/PlayStation 2, like RPGs (ex. *Deus Ex*) and beat-'em-ups (ex. *Tekken 4*, *Virtua Fighter 4*). Must be able to trade cheats and tips.
Clayton Curmi, Kenn Taghna, St Mary Street, Naxxar, NXR02, Malta.

Games For Sale

Got some stuff I want to unload. X-Ploder cartridge (£20-£25), *Warioland 2* (£15 - £20), *Alleyway* (£10 - £15), *Pokémon Gold* (£20 - £25), *Pokémon Yellow* (£15 - £20), *Super Mario 1* (£15 - £20), link lead (3£ - £5). Will sell all for £110.
Write to me: Damien Gray, 37a BallyMcNab Road, Tassagh, Co Armagh, N.Ireland, BT60 2QS

Nintendo 64. Five games, including *Super Mario 64* and *Turok 2*. All boxed. £30. Also Dreamcast for sale. Good condition with two controllers, one VMU and 17 games (including *Headhunter*, *Soldier Of Fortune*, *UEFA Super League*) all for £75 ono.
Phone Ben on 0208 984 7616 between 4 and 9pm weekdays

PS2 games for sale - *Crash Bandicoot: The Wrath Of Cortex*, *Evergrace*, *Grandia 2*, *Wacky Races*. Each one - £15 or £50 for the lot. All perfect condition.
Phone 01665 830 780 and ask for Josh

PSone and PS2 games for sale. The games for sale for PSone are *Nulear Strike* - £12, *Tomb Raider 2* - £10, *Complete Onside Soccer* - £7, *Robot Warlords* (PS2) - £15 mint condition. Or I will swap them all for *Medal Of Honor: Frontline*, plus *Army Men Land, Sea & Air*. Willing to come to some agreement for any game.
Please call on 01706 211 758 or 07796 928 315 and ask for Lee

I have three games for sale. *X Squad*, *F1 Season 2000* and *Knockout Kings 2001*. £13 each of £35 for the lot.
Phone Dean on 01236 603 026 or write me an email at hughesdean1@aol.com

Seven great Game Boy games for sale. Including *Pokémon Yellow*, *Zelda Oracle of Ages*, *Perfect Dark* and *Driver*. All for £50. Will sell separately
Email sauron_lordofmorder@yahoo.co.uk for details

I have *Civilization 2* and *Tomb Raider 3* for PSone for sale. £5 each. *Super Mario Land 2: Six Golden Coins* on the Game Boy for £5.
Contact me on 0131 645 4312 or email me at jow88@aol.com

Games/Consoles Wanted

Wanted. Game Boy Advance in mint condition plus one game - preferred *Megabots*. Also selling three *Sims* games - *The Sims: Living It Up*, *The Sims: Hot Date* and *The Sims: On Holiday*.
Call Iain on 07957 101 241 after 4pm

Game wanted: I would like the original *Jedi Knight* game for the PC.
Text me on 0778 964 7114

Games/console wanted. Wanted - *Final Fantasy Anthology*, *Final Fantasy 6*, *Final Fantasy 7*. Willing to pay £30 the lot.
Contact Liam Higgins on 01472 871 144 or email me on littlefoot@grtgrimsby.freeserve.co.uk

Wanted: *Chocobo Racing*. Willing to pay £10 or swap FF6 or SouldBlade for it.
Phone me, Liam, on 01405 780 793

Wanted! *Shenmue 2* and *Jet Set Radio* for Dreamcast. I am willing to swap *Tony Hawk's 1*, *MTV Skateboarding* and *Sonic Shuffle*, all for Dreamcast.
Please contact Ruaridh Daunton on 0131 665 7556

Games To Swap

I am willing to swap my mint condition PlayStation with 2 controllers, 2 memory cards, 2 cheat books, 3 demo siscs and the following games - *Gex: Deep Cover Gecko*, *Resident Evil 2*, *Alien Trilogy*, *Abe's Odysee*, *Crash 3*, *Syphon Filter 3*, *Abe's Exodus*, *WWF Warzone*, *ISS Pro Evolution 2* and much more.
Call Luke on 0114 245 3442 if interested

I will swap my *Ecks Vs Sever* (GBA) for *F-Zero Maximum Velocity*. I will also swap *Super Mario Advance* or *WWF Road To Wrestlemania* for *Konami Krazy Racers*.
If you are interested call Luke on 0114 245 3442

Willing to swap *Tony Hawk's Pro Skater* or *NHL 2002* for *Devil May Cry* and £10-£30. Both games are in good condition and both have manuals. *Devil May Cry* MUST have instruction manual and be in good condition.
Contact me through email or MSN messenger at vamp_97@hotmail.com

For sale or swap. Yellow Game Boy Color plus 2 games and screen light. Games include *Mat Hoffman's Pro BMX* and *Ready 2 Rumble Boxing*. All for £25 or a GBA game.
Contact Natasha on 02893 367 028

Consoles

PSone for sale. 16 games, two dualshock controllers, one gun, two memory cards, CD carry case, three demo disks and three cheat books. Games include *SmackDown! 2*, *FIFA 2001*, *PointBlank 2*, *Ronaldo V Football* and *Toy Story 2*. All in top condition for £180.
Phone 01923 230 503 between 5 and 8.30 and ask to speak to Joe or email me at watfordfc55@aol.com

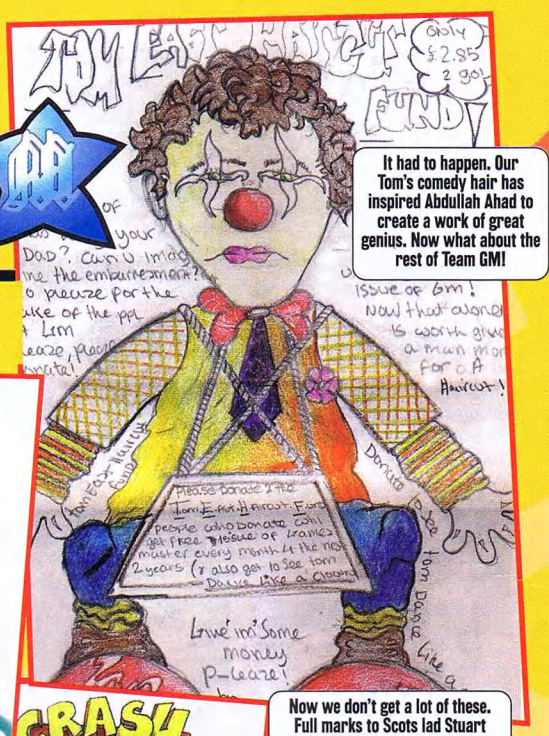
I am willing to sell my GBC (dark purple) with 16 games, one Xploder cheat cartridge, one GBC light, one Pokémon cheat book, one link cable and four PSone games, which are *Rayman*, *Rugrats: Studio Tour*, *Rugrats: Search For Reptar* and *Aironauts*. The Game Boy games include well mint condition *Pokémon Yellow*, *Mortal Kombat 4*, *Indiana Jones And The Infernal Machine* and many more. (All PSone games have manuals). Buy the lot for £120.99p
Call George on 01254 826 673

PlayStation for sale, with two controllers and 21 games - including *Driver 2*, *GTA 2*, *Tony Hawk's 2*, *Tekken 2*, *Spider-Man* and *Crash Team Racing*. It also includes one memory card and a few magazines. All for £165.
Call 01243 811 675 and ask for Ben (If it goes to volcemail leave a message with your number)

PSone with 14 games including *Blade*, *Final Fantasy 8*, *Jedi Power Battles*, *Tenchu 2*, *GTA 2* and *Lego Racers*. Plus memory card, EB control (not analogue) and three cheatbooks. £110.
Call Luke on 0208 367 0243 after 5pm

GM ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 62!



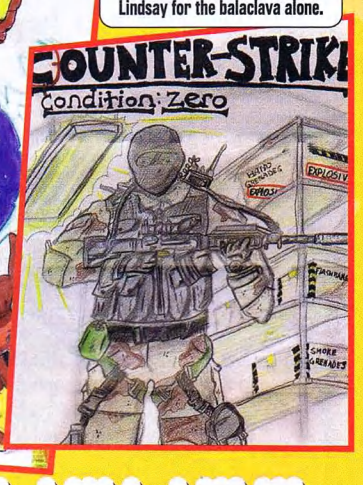
It had to happen. Our Tom's comedy hair has inspired Abdullah Ahad to create a work of great genius. Now what about the rest of Team GM!

We get more *Sonic* art than anything outside of *Mario*, but this one stood out because of its original setting and dynamic movement. Top one!

Adam Greene from Herts sent us an ace *Mario* pic – but we loved the *GolGo! Beckham* on his envelope even more

In a nice change from the usual zombie death action, Destiny Ibekwe's *Sailor Moon* pic made us all go aaah!

It was the expressions we liked best in this *Crash Bandicoot* montage by Lee Brown of Nuneaton.

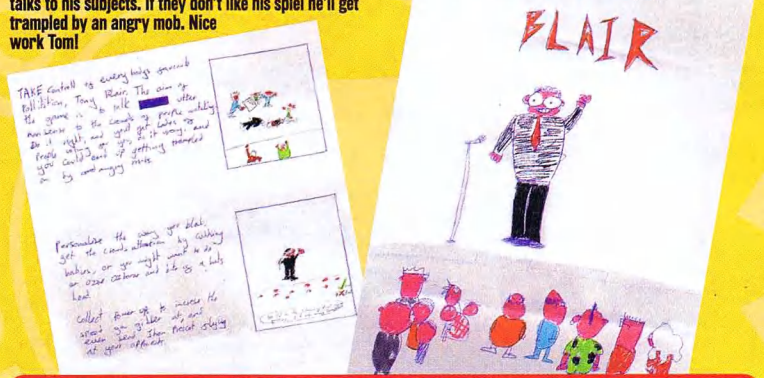


Now we don't get a lot of these. Full marks to Scots lad Stuart Lindsay for the balaclava alone.

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!

Who says the kids today know nothing of politics? Tom Cuddy from Newquay asks you to control our leader as he talks to his subjects. If they don't like his spiel he'll get trampled by an angry mob. Nice work Tom!



How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p.62. If you win, you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

Now we only ask for drawings, but Martin Perry from Kirriemuir has gone the whole hog and designed a sixteen level PC platformer. And believe us, it's tricky!

Mangos: 30
Jimbo Binks
Join JIMBO BINKS on his journey to retrieve his villages stolen mango fruit and wangle a date with the mayor's daughter at the same time! He will have to trek across jungles, march through deserts, go into and risk the dungeons of his nemesis AUSSIE GIT!
It's a dangerous job but frankly JIMBO ain't gonna say no to a chance of a date with PINKY FLUFFEL!!
E-LEET GAMING SOFTWARE
E-LEET GAMING SOFTWARE

OUT NOW!

Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

The Simpsons Road Rage

PRICE: £35 PUBLISHER: EA

REVIEWER

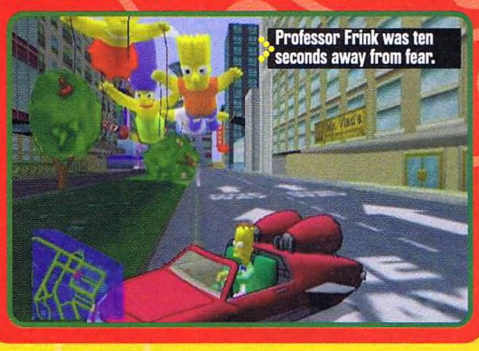
Michael Loads

It's *The Simpsons* so it'll sell no matter how good it is. In my view however this game is highly underrated. OK so it's a blatant lift from *Crazy Taxi* – but was I the only one that found *Crazy Taxi* fun for about ten minutes? *Road Rage* has a two player mode to rival *Mario Kart*, with the ingenious idea to ram the other player to nick the passenger and to take them to their destination before your 'mate' rams you.

The one player mode has more jokes in it than some of the TV shows and the fact you can pick your own rewards is superb, because you unlock who you want in your order, not the developers. OK, so there may be some geographical glitches – but aren't there in *Crazy Taxi* too?

If you stick with it, it should take months to unlock everything – so this is not a ive minute wonder of a game. It deserves at least 80-85% just for the addictive head-to-head mode alone, and as a whole it might even be nudging towards the ninities.

The Simpsons Road Rage might be a TV spin off but it's well worth spending a bit of your precious time on.



Baldur's Gate: Dark Alliance

PRICE: £40 PUBLISHER: INTERPLAY

REVIEWER

Nick Wright

If you fancy sticking a flaming sword through an ogre or enjoy watching meteors under your control crash down on zombies then this is the right game for you.

Baldur's Gate offers you loads and loads of enemies, from frost dragons to giant mud demons, and allows you to use cool spells like flying meteors and acid arrows.

Baldur's Gate also promises weapons like a frost bastard sword or a flaming battle axe. The graphics are so good you almost feel like you're there. The town is so realistic, what with the rain and the people walking about, and you can even see people bringing steaming plates of food to their families through the windows of houses. But this also means you can be sure to see the zombies close up, and look right into their rib cages with all the flesh hanging off and all. Lovely stuff!

Welcome to the Forgotten Realms *Baldur's Gate: Dark Alliance!*

▲ "Away with ya you tiny morsel of a man or I'll set my giant silver stoats on ya!" "No need for that mush, I only wanted a lend of your strimmer."

Metal Gear Solid 2

PRICE: £35 PUBLISHER: KONAMI

REVIEWER

Elton Mo

So you think you've played a good action game? Well you haven't lived until you've played *Metal Gear Solid 2: Sons Of Liberty* – this has bee the greatest game that I have had in a long time. The graphics are better than outstanding and gameplay is well detailed. This well designed game is extremely tricky at times, which makes it fun and long lasting. Once you think you've completed it you're really only just getting started, with so much still to do. You can get a large variety of extras – for instance stealth, infinate ammo, European extreme difficulty levels, new items and more – so don't even think of finishing this humongous game in a hurry. Oh yeah, I forgot to say that the guns are so superb with their extreme laser sights and scopes. MGS2 is a very good game but may take some getting used to for newcomers. The graphics are fabulous. Even the shadows look first class. The way that every person moves on the game is so excellent and detailed that you could think that it's a proper soldier walking and talking. This is the end of my superior review, one last thing MGS2 is worth it all the way.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Stick a pic of yourself here if you want to see YOUR face in GM!

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

What's the best post turkey sweet stuff – *cake* or *pud*? And who'll win the Christmas gaming shoot off– *The Getaway* or *Vice City*? And what's your bestest seasonal board game – *Cluedo* or *Monopoly*?

XMAS CAKE OR XMAS PUD? _____

VICE CITY OR THE GETAWAY? _____

CLUEDO OR MONOPOLY? _____

Check back next month for the results!

Result!

Who's the best fantasy movie extras – *Owls* or *Orcs*? And who's the toughest '80s movie-based gaming hero – *Rocky* or *Terminator*? And what's your favourite offal – *Liver* or *Kidneys*?

OWLS OR ORCS: ...Orcs

ROCKY OR TERMINATOR: ...Terminator

LIVER OR KIDNEYS: ...Kidneys

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

The Christmas Contenders

GameCube

LAUNCHED
JAPAN: September
US: November 2001
UK: May 2002
PRICE: £130

TECH SPECS
STORAGE: 8cm GameCube disc by Matsushita 1.5Gb capacity
CPU: 128 bit IBM Power PC
POLYGONS PER SECOND: 6-12 million (in game)
Total Memory: 43Mb

SPECIAL STUFF:
- Uses special 8cm diameter GameCube discs. Tiny!
- Has ports for broad-band and modem add-ons.

The Christmas Contenders

PlayStation2

LAUNCHED
JAPAN: March 2000
US: October 2000
UK: November 2000
PRICE: £170

TECH SPECS
STORAGE: CD:Rom (650Mb) and DVD (4.7Gb)
CPU: 128-bit Emotion Engine at 3000MHz
POLYGONS PER SECOND: 66 Million
TOTAL MEMORY: 40Mb

SPECIAL STUFF:
- Backwards compatible: it can play all the old PSone games.
- DVD playback: it plays er... DVDs.
- Has a port to fit a hard drive add-on.

The Christmas Contenders

Xbox

LAUNCHED
JAPAN: February 2002
US: November 2001
UK: March 2002
PRICE: £160

TECH SPECS
STORAGE: 2-5x DVD, 8Gb hard drive built in
CPU: 733 MHz Intel Chip
POLYGONS PER SECOND: 120 million
TOTAL MEMORY: 64Mb

SPECIAL STUFF
- Built in Harddrive.
- DVD play back
- is possible with an official remote control.
- It's already Broadband capable so all you need is the hook yourself and purchase the Xbox Live software from the website to play games on-line.

CONSOLE WAR Christmas Special

Let GM **help you** pick gifts from **the turkeys** this Christmas...

Christmas is usually a time for peace and reconciliation, when people share a mince pie and put their differences aside for a day. There's one conflict, however, that is refusing to rest during the holiday season – in fact the on-going struggle between Sony, Microsoft and Nintendo for the hearts and money of gamers has never raged so fiercely. Christmas just throws fuel on the flames as the year's best games burst into the shops – there are almost too many options. So over the next few pages let GM filter the last frantic months of high scores and amazing games, so you can make the most informed decision. Merry Christmas!

Essential Extras

You've just been handed your oversized bag from the nice man in the games store, but before you get too excited and bounce out of the shop, stop and think on – do you have the following essential extras?

PLAYSTATION 2 MEMORY CARD
These cost £28 and you won't be able to save your game data without one. It's absolutely vital, then and a big hidden cost.

XBOX DVD REMOTE
You can't play DVDs without the official remote which costs £28. If DVD's not an issue, there's no need to worry, though

GAMECUBE MEMORY CARD
You need one to save your game. 'Cube's costs £15.
PLUS
Every console needs a SCART lead. See box on page 59.

CONSOLE GUESTIMATOR!

How to guess what console you've got while it's still wrapped!

1. If the paper is torn at the edges as though the contents had very sharp corners it must be a... PlayStation 2.
2. If you're gift is so small that it's been used as an extra bauble then you're got yourself a... GameCube
3. If there's a parcel that dwarfs all the others and your dad has done his back in then congrats, you've got an... Xbox. Or a snooker table.

Incidental Extras

You've got the essentials, but you still want to further enhance your gaming pleasure. This is the time to use your vouchers and Christmas money wisely to get some cool extra stuff...

PLAYSTATION2 EXTRA PAD – £18.99
OFFICIAL DVD REMOTE – £19.99. Comes with software that updates the PS2 DVD's capabilities.
VERTICAL STAND – £9.99. Keeps your PS2 secure when upright.
DVD REGION X – £9.99. Disc from Datel that sorts the DVD green screen problem.

XBOX EXTRA PAD – £22.99
MEMORY UNIT – £27.99. Makes the saves on your hard drive portable.
OFFICIAL CONTROLLER S – £22.99. The smaller pad released for the Japanese market – has much better positioned action buttons.

GAMECUBE EXTRA PAD – £26.99
GBA LINK UP CABLE – £8.99 Should be great.
WAVE BIRD £29.99. The ultimate wireless pad. It actually works! The batteries last 100 hours!

TOP TIP
PlayStation2
Don't ever turn your PS2 from its vertical to its horizontal position when the machine is on as you'll run the risk of scratching the disc. Which is a bad thing.

Granny Guide

It's not because they're stupid, it's not because they're a bit slow, but occasionally your grandparents or even your parents can make a mistake when buying presents and get you the wrong game. This usually happens because of a combination of similar sounding names, pretty looking boxes and bad eyesight. So here's a few pitfalls you should point out.

SIMILAR NAMES

FORMULA ONE 2001 – Tight and enjoyable F1 sim from SCEE.
OR
FORMULA ONE 2002 – Loose and annoying F1 sim from SCEE.
MOTO GP – The best power bike sim you can get for your console.
OR
JET ION GP – Retarded *Wipeout* clone. Complete bin juice.
GTA3 – Ground breaking 'good to be bad' crime sim.
OR
G1 JOCKEY – Patience testing, horse worrying nonsense.
TONY HAWK'S PRO SKATER 4 – The best extreme sport game about.
OR
FRANK HERBERT'S DUNE – Uptight, unplayable sci-fi rubbish.
SSX – The PS2's first great game. Still pleases today. And tomorrow.
OR
xXx – Predictable side scrollin' GBA movie spin-off.

Which Console?

When it comes to buying a new console it's always worthwhile looking at the bundles as there's often some very good deals...but be warned there are some dodgy ones too. What you have to remember is that it's best to use you money to buy quality rather than quantity so don't be fooled by bundles offering a bucket load of peripherals and extra games as you could end up with a load of old tat. Remember there is a reason why some game are so cheap – they're pants and nobody really wants them.

PLAYSTATION 2

WHY YOU SHOULD GET ONE

- It's the only console that you can play *GTA: Vice City* on.
- It has largest selection of games – 500 titles. Every taste is catered for.
- You can play DVDs straight from the box.
- It's the biggest selling out of three main consoles so more of your mates are likely to have one.

WHY YOU SHOULDN'T GET ONE

- You can't play DVD's through SCART, you just get a green image.
- Will require an add-on before you'll be able to go online.
- It's the oldest technology and occasionally shows it with prickly graphics and slow loading times.
- Needs a multi-tap to play four player games.

GM JUDGEMENT

Currently the world's favourite console despite being the least powerful, it has the biggest range of games and the most enthusiastic third party support. It's the console to get if you want to fit in with everyone else.

BEST PS2 BUNDLE

The best bundle going this Xmas is Game's PS2 Vice Pack which gets you a PS2, *Vice City*, *Burnout 2* and *Pro Evo 2* for £245. That's two pretty much essential games plus one damn good 'un in the form of *Burnout 2*. Beware of packs like Toys R Us 'PS2 7 Ultimate Pack' which crams in seven games for £220, but none of them are much cop. Remember also, you'll need a memory card to be able to enjoy playing anything!

The Games

THE TOP 3 FOR EACH CONSOLE THIS CHRISTMAS!

PlayStation 2

GTA: VICE CITY
PUBLISHER: Rockstar
PRICE: £40
WHAT IS IT: The 80s-set follow-up to the best selling PS2 game ever.
WHY IT'S GREAT: No other game matches its scope, attitude and execution. This year's finest?
BEST BIT: Too many to mention but the cut scenes with Ricardo Diaz are a GM favourite.
GM SCORE: 97%

PRO EVOLUTION SOCCER 2
PUBLISHER: Konami
PRICE: £40
What is it: The latest instalment of Konami's annual flirtation with footballing perfection.
WHY IT'S GREAT: No other footy sim comes close to matching its sublime gameplay.
BEST BIT: Making the cones look like fools in Training Games.
GM SCORE: 94%

RATCHET & CLANK
PUBLISHER: Sony
PRICE: £40
WHAT IS IT: Another animal duo starring in another PS2 platformer.
WHY IT'S GREAT: Great to look at and immensely playable. A real treat.
BEST BIT: Zip lining into action through the huge city scapes. Breathtaking stuff with nifty characters.
GM SCORE: 92%

Xbox

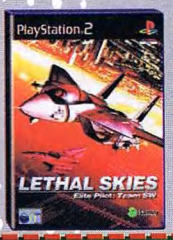
TOM CLANCY'S SPLINTER CELL
PUBLISHER: Ubisoft
PRICE: £45
WHAT IS IT: Po-faced stealth-'em-up from the expert.
WHY IT'S GREAT: Mixes incredible detail with superb control system which makes *MGS* look scruffy.
BEST BIT: Bouncing down a wall on rope and bursting through a window.
GM SCORE: 90%

BLINX: THE TIME SWEEPER
PUBLISHER: Microsoft
PRICE: £45
WHAT IS IT: Strange pause and rewind platformer.
WHY IT'S GREAT: Tough to get into, but this is a truly unique and very rewarding experience.
BEST BIT: Setting everything up then making everything fall into place with a simple rewind.
GM SCORE: 88%

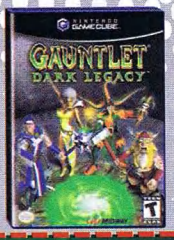
UNREAL CHAMPIONSHIP
PUBLISHER: Infogrames
PRICE: £45
WHAT IS IT: In yer face mental first person shooter.
WHY IT'S GREAT: Intense, pacey and gratuitous gaming with online potential. The future is here!
BEST BIT: Packing a lunch, finding a high spot and camping with a sniper rifle.
GM SCORE: 88%

BOXES THAT LIE

HUNTER THE RECKONING
Looks like – Part *Buffy*, part *Alone in the Dark* – a Goths wet dream!
REALITY – Repetitive and dated. As scary as a sandwich. A cress sandwich.



LETHAL SKIES
LOOKS LIKE – All the thrills of *Top Gun* with added sunsets! Whoosh! Bang! Wallop!
REALITY – Fiddly handling *Ace Combat* wannabe. Which can never be a good thing.



GAUNTLET: DARK LEGACY
LOOKS LIKE – The classic arcade game but starring the Studio 54 cliental!
REALITY – Tired and dull scrolling shoot-'em and beat-'em-up.

XBOX
WHY YOU SHOULD GET ONE

- It's technically the most advanced and powerful of the three consoles.
- It's the only console that's online ready.
- The hard drive means there's no need for a memory card.
- It's made by the ultra rich Microsoft who are unlikely to let it fail.
- That there *Halo* really is as good as everyone says it is.
- The DVD playback supports SCART.

WHY YOU SHOULDN'T GET ONE

- The special remote you need to play DVDs costs an extra £30.
- Getting Broadband installed means a significant financial commitment.
- The Xbox pad is not suited to games designed with the PS2 controller in mind such as *Rocky* and *Tony Hawk's 4*. Or for people with small hands.
- It has a relatively small number of exclusive games that are truly great.
- It's huge, heavy and isn't the prettiest of machines.

GM JUDGEMENT

There are many people who have got a problem with Microsoft Consequently many gamers could be tempted to give the Xbox the cold shoulder *and* the finger. But £160 for a console as powerful as the Xbox is an absolute steal. It's perfect for shoot-'em-ups with its big pad and hard drive, also it's got over a tricky launch patch and with a super competitive price is starting to gather momentum. And if your eager to get involved with online gaming, the Xbox is *the* console to go for.

BEST XBOX BUNDLES

It's tricky to find a bad Xbox bundle as the actual console is so cheap and Microsoft have rolled out the excellent value combo of an Xbox plus *Jet Set Radio Future* and *Sega GT 2002* for around £160. **That's extremely hard to beat. However, Comet also do a good deal - an Xbox, Extra Official Controller plus** *Hitman 2* for £200. Buy Halo on top of that and you've got a fantastic package for under £250 and that's for a console that was £300 at the start of this year. If you need a DVD player the Toy R Us Xbox Entertainment Package is a well rounded package:Xbox, DVD Playback Kit (remote control), *Munch's Odyssey*, *Bloodwake*, *Halo* and *The Matrix* DVD for a total of £259.89.

TOP TIP
Xbox

See who made the Xbox by following these steps. Slap in an audio CD and press B when it begins playing. Select Copy, press A and choose New Soundtrack option. Enter <<EggsBox>> as the name and press A.

Get Connected

Everyone knows how to plug in a console and slap in a pad but hooking it up to your telly is often not as easy as it sounds. Welcome to the world of leads...

RF – this input connects to your telly through the socket where the aerial goes. To find the picture you'll have to tune one of the channels.

COMPOSITE – has three plugs, one yellow, one red, on white that you slot in the corresponding coloured inputs which are often found on the front of a telly. Toggle through the AV inputs on your remote to find the signal – the magic button is the one of the telly screen with an arrow going into it.

COMPOSITE TO SCART ADAPTOR – this involves putting the three composite plugs into a SCART block so you can use the SCART inputs that most TVs have. It still only gives you composite quality.

S-VIDEO – four pin round input. Not that common but better quality than composite.

RGB SCART – 10 pin plug that offers the best visual quality possible. The signal can be found by flicking through the AV inputs. Make sure you plug it into the right socket though. Some tellies have two SCART sockets, usually only one of which gives the superior RGB input.

THE MEANING OF CHRISTMAS... PRESENTS

- An Xbox, *Halo*, *Splinter Cell* and *Blinx* from your Dad – please spend more time in your room.
- *Timesplitters 2* – make some more friends, yer big loser.
- *Luigi's Mansion* – learn to use a Hoover.
- *Alone In The Dark* from your girlfriend – you're dumped.
- *Knight Rider* from your Mum – you're adopted.

The Third Party

It's the cheap and cheerful side of gaming – it's the 3rd party peripherals! Here's the plastic wonders that reach parts that the official stuff don't even bother with.

BEST STEERING WHEEL
Official Williams F1 Team Racing Wheel from Joytech– £39.99

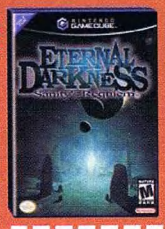
BEST GBA LIGHT
Gamester Flo-light from Radica – £9.99

BEST GAMECUBE SCREEN
5.6" TFT Monitor from Joytech – £99.99

BEST CABLE!
Multi-lead from Logic 3 – £9.99 – one lead for 3 consoles. The saviour of GM!

GameCube

SUPER MARIO SUNSHINE
PUBLISHER: Nintendo
Price: £40
WHAT IS IT: *Mario* with a nozzle cleaning up brown stains!
WHY IT'S GREAT: It's the best 3D platform game since the almighty *Mario 64*.
BEST BIT: The water morphs the environments creating whole new challenges.
GM SCORE: 95%



ETERNAL DARKNESS: SANITY'S REQUIEM
PUBLISHER: Nintendo
PRICE: £40
WHAT IS IT: Mind bending survival horror romp.
WHY IT'S GREAT: 14 playable characters, amazing plot and superb effects. Very different, but very special.
BEST BIT: When your Sanity Meter dips and things go a little trippy.
GM SCORE: 89%

STAR FOX ADVENTURES
PUBLISHER: Nintendo
PRICE: £45
WHAT IS IT: Rare's prehistoric 3D action adventure.
WHY IT'S GREAT: Looks amazing, the gameplay's tight and Fox finally gets out of his ship.
BEST BIT: Taking time out trudging around and taking your Airwing for a spin.
GM SCORE: 84%

PC

UNREAL TOURNAMENT 2003
PUBLISHER: Infogrames
PRICE: £35
WHAT IS IT: First person blaster that only *Quake* can match for intensity.
WHY IT'S GREAT: It's all the usual *UT* thrills souped up to reach brand new heights.
BEST BIT: Slicing through the opposition with the Chain Gun.
GM SCORE: 94%

WARCRAFT 3: REIGN OF CHAOS
PUBLISHER: Vivendi
PRICE: £40
WHAT IS IT: Wizard and orc riddle real-time-strategy.
WHY IT'S GREAT: Incredibly slick and polished, if not ground breaking real time strategy.
BEST BIT: Getting the dragons involved and watching everyone suffer.
GM SCORE: 89%

BATTLEFIELD 1942
PUBLISHER: EA
PRICE: £30
WHAT IS IT: Points scoring WWII battle sim which mixes FPS and vehicle combat.
WHY IT'S GREAT: OK as one player game, but it's huge as an on-line experience.
BEST BIT: Finally nailing the tricky plane controls and exploiting the advantage they offer.
GM SCORE: 89%

GBA

SUPER MARIO ADVANCE 3: YOSHI'S ISLAND
PUBLISHER: Nintendo
PRICE: £25
WHAT IS IT: The SNES classic with the original *Mario Bros* squished on.
WHY IT'S GREAT: Looks better than it ever did on the SNES and plays just as good.
BEST BIT: Getting to bounce around as Yoshi. What a sweetie.
GM SCORE: 91%

Xmas Day Gaming Survival Guide

The games to play on Christmas Day to get through the big day...

Rocky – Force your Grandad to play as Mickey to add authenticity.

Super Mario Advance 2 – Play it with the sound down just under the table during Christmas Dinner, it'll look like you're saying Grace. For a long time.

Halo – Choose the snowy Sidewinder multi-player level to give the day that blizzard-heavy White Christmas vibe.

Splinter Cell – Just slap it on when everyone's watching telly. They'll just think it's an long Milk Tray ad.

Ghosts of Christmas Past

Conjure up the spirit of Christmas past by picking up some ridiculously cheap bargains for your dearly beloved old consoles.

PSONE

Here's five games you just must own on Sony's smash hit first console

RSHP (RECOMMENDED SECOND HAND PRICE)

Metal Gear Solid	£12
Final Fantasy 7	£7
ISS Pro Evolution 2	£16
Gran Turismo 2	£12
Resident Evil 3	£7

LOST CLASSIC

Die Hard Trilogy
Three explosive games for the price of one. £8

DREAMCAST

Pick up some classic on the cheap for Sega's last ever console. Blub...

RSHP

Soul Calibur	£8
Virtua Tennis 2	£15
Shenmue	£15
Phantasy Star Online	£10
Crazy Taxi	£10

LOST CLASSIC

Skies of Arcadia
Superb floaty-lite air pirate RPG. £15

N64

N64 had some of the best games ever made. Pick 'em up for pennies.

RSHP (RECOMMENDED SECOND HAND PRICE)

Goldeneye	£10
Mario 64	£7
Super Smash Bros.	£10
Legend of Zelda: Ocarina of Time	£12
Mario Kart 64	£10

LOST CLASSIC

Rocket: Robot on Wheels
Often overlooked but brilliant 3D platformer. £10

GAMECUBE

WHY YOU SHOULD GET ONE

- Has the best first party support of big three with Nintendo themselves producing the exclusive *Mario* and *Zelda* titles.
- As an exclusive contract with Capcom for the *Resi* games.
- The only console that is purely for games.
- Can be linked to the GBA – *Metroid Prime* and *Zelda* will use both formats.
- It's small and cute.
- Shigsy. Enough said.

WHY YOU SHOULDN'T GET ONE

- They've recently lost Rare, developers of *Perfect Dark* and *Goldeneye*, to Microsoft.
- Still awaiting a driving game and beat-'em-up to really shout about.
- Offers no DVD playback.
- Nintendo are reluctant to support any online extras.

GM JUDGEMENT

With games like *Resident Evil* and *Die Hard: Vendetta* it's shirked the 'kiddy' image that many associated with Nintendo's console. Thanks to using CD's it can now combine Nintendo's fantastic exclusive games with a healthy third party support. It has four game-pad ports and some superb multi-player games so If you like your games quirky and to played with mates this is the choice.

BEST GAMECUBE BUNDLES

Amazon.co.uk do a fairly standard but value for money GameCube Super Mario Sunshine Pack. The bundle includes console, one controller, power cable, AV cable, SCART adapter for AV cable, Super Mario Sunshine game and 59-slot memory card, all for £169.99.

What you should avoid is combinations like the GameCube Mega Driving Action Pack from Toys R Us which includes: Black GameCube Console, Ferrari Compact Wheel, Powershock Controller, Official Memory Card 59, Luigi's Mansion Crazy Taxi. Dave Mirra 2 BMX Freestyle and Extreme G3 for £259.89. While this may seem like you're getting a lot for your money, you're not exactly getting a lot of quality. Check your old GM reviews first and go careful!

TOP TIPS

GameCube

Hold down the A button during the start up sequence to get a cheeky squeaking noise and spooky child laughter instead of the usual plinky stuff.

GBA

COLIN MCRAE 2.0
PUBLISHER: Ubi Soft
PRICE: £25
WHAT IS IT: The daddy of all rally games tweaked to be tiny for the GBA.
WHY IT'S GREAT: Incredible realism, tight handling and a 4 way multi-player that needs only one cart. How did they make it so dinky?
BEST BIT: It has replays! Dashed good replays at that. Well I never!

GM SCORE: 89%

CASTLEVANIA: HARMONY OF DISSONANCE
PUBLISHER: Konami
PRICE: £25
WHAT IS IT: Old skool side scrolling platformer with a gothic twist.
WHY IT'S GREAT: Faster, cleaner and slicker than ever before.
BEST BIT: Our hero, Juste Belmont leaves a cool blue flame behind as he walks.

GM SCORE: 88%

Multi-Format

TONY HAWK'S PRO SKATER 4
PUBLISHER: Activision
PRICE: £40
WHAT IS IT: Third sequel of the game that kick-flipped off all the extreme sports mayhem.
WHY IT'S GREAT: Manages to cater for complete beginners and still be challenging.
BEST BIT: Successfully knitting together a chain of tricks.

GM SCORE: 93%

TIMESPLITTERS 2
PUBLISHER: Eidos
PRICE: £40
WHAT IS IT: Stylishly comic, period hopping first-person shoot-'em-up.
WHY IT'S GREAT: It's basically the sequel that *Goldeneye* never had. But now does. But without Bond.
BEST BIT: Recreating the old *Goldeneye* multi-player scenarios on the level editor.

GM SCORE: 93%

COLIN MCRAE 3
PUBLISHER: Codemasters
PRICE: £40
WHAT IS IT: The superior rally game that leaves the others flapping about in the mud.
WHY IT'S GREAT: Uses simulator qualities but produces a playable game.
BEST BIT: Power sliding through the trees without troubling any of the timber.

GM SCORE: 91%

MEDAL OF HONOR: FRONTLINE
PUBLISHER: EA
PRICE: £40
WHAT IS IT: Atmospheric but brutal WWII shoot-'em-up.
WHY IT'S GREAT: Looks and sounds so convincing it's like starring in your own war film – but more comfy.
BEST BIT: The opening D-Day landings section will leave you shell shocked.

GM SCORE: 89%

HITMAN 2: SILENT ASSASSIN
PUBLISHER: Eidos
PRICE: £40
WHAT IS IT: Sophisticated assassin sim that tests your brains and nerve.
WHY IT'S GREAT: Not many console games look this polished.
BEST BIT: Killing every one, stripping them and building a pile of half naked bodies. Sick? Us?

GM SCORE: 80%

HALF INCH = Pinch
"RUB-A-DUB" = Pub
HAMMOCK + BLOATER = Motor
JAM JAR = Car
CAPTAIN COOK = Look
IRON TANK = Bank
BRIGHT + BREEZY = Easy
LEMON AND LIME = CRIME
BOTANY BAY = Run Away
BANGERS + MASH = CASH
Pork Pies = Lies
GREGORY PECK = CHEQUE
BOAT RACE = FACE
GRASS IN THE PARK = NARK
BUTCHERS
SHERBERT DAB = CAB
GRASSHOPPER = Copper
"POTATOES IN THE MOULD" = COLD
ONE TIME LOOKER = Hooker
HENRY MOORE = DOOR
TWO-THIRTY = DIRTY
BACON + EGGS =
SWEENY TODD = Flying Squad
DUCK + DIVE = hide
TEA LEAF = THIEF
DANCING FLEAS = KEYS.
PITCH + TOSS = BOSS
GRASS IN THE PARK = NARK
GREGORY PECK = CHEQUE
BLOATER = MOTOR

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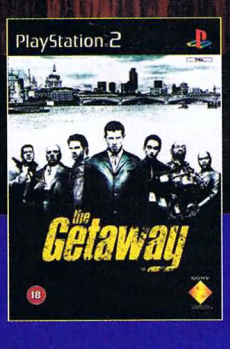

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RED★FACTION II™

LIBERATE YOUR PS2

9/10 PSW
9.2/10 IGN.COM
GAMESMASTER 91%
PLAY 89%
PlayStation Max - 86%

volition

PlayStation.2

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THQ

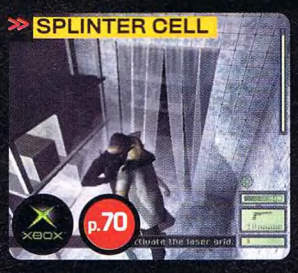
NEW GAME REVIEWS

BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRIT

REVIEWS PRINCE

Like a big reviews sponge we've been mopping up the rest of the games that are going to be available for you this Christmas after last months bonanza! Getting a thorough GM going over this time is the latest from *Harry Potter* and *James Bond*, *Splinter Cell* on the Xbox and the *Clone Wars* for the GameCube. It's all in GM and much, much more...

Tom East



007
nightfire
p.64
PS2
PlayStation.2
TIME TO SLIP ON YOUR SECRET AGENT SLACKS AND SAVE THE WORLD AS 007 RETURNS WITH IN A WHOLE NEW ADVENTURE!

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it, you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10%

THE VERDICT

Factpack The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	73%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:
Graphics: What does it look like? Does it move smoothly? Enough variety?
Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?
Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

GAMING MASTERPIECE

The final verdict in one snappy soundbite with the only score that counts at its side.

REVIEWED THIS ISSUE...

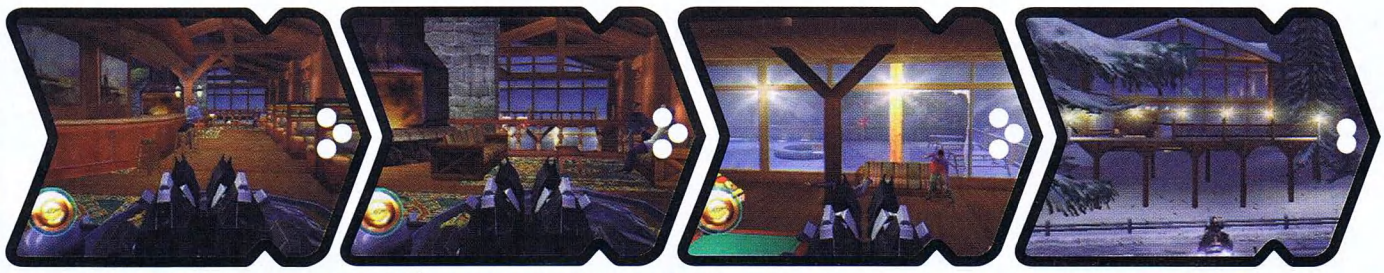
JAMES BOND 007 NIGHTFIRE (PS2)	64	MECH ASSAULT (XB)	87
TONY HAWK'S PRO SKATER 4 (GBA)	68	FELLOWSHIP OF THE RINGS (XB)	88
CHAMPIONSHIP MANAGER 02/03 (XB)	69	HAVEN (PS2)	89
REIGN OF FIRE (PS2)	69	WORLD RALLY CHAMPIONSHIP EXTREME (PS2)	90
SPLINTER CELL (XB)	70	KNIGHT RIDER (PS2)	92
TIGER WOODS 2003 (XB)	72	TOXIC GRIND (XB)	92
ROBIN HOOD (PC)	73	MEDAL OF HONOR: FRONTLINE (XB)	94
LMA MANAGER 2003 (XB)	74	TOMB RAIDER (GBA)	96
TREASURE PLANET (PS2)	74	AUTO MODELLISTA (PS2)	98
MARIO PARTY 4 (GC)	76	MICRO MACHINES (MULTI)	99
SEGA GT 2002 (XB)	78	HARRY POTTER (PS2)	100
YU GI OH! (GBC)	78	HARRY POTTER (PC)	101
CLONE WARS (GC)	80	TY THE TASMANIAN TIGER (PS2)	102
UNREAL CHAMPIONSHIP (XB)	82	ROBO TECH (XB)	102
BMX XXX (XB)	84	SEGA SOCCER SLAM (XB)	106
SUB REBELLION (PS2)	84	JEDI KNIGHT 2 (GC)	106

Reviews Round-up p123 • Ghost Recon: Island Thunder (PC) • Rollercoaster Tycoon 2 (PC) • Batman Vengence (PC) • FIFA 2003 (PC) • Pink Panther: Pinkadelic Pursuit (PS) • Digimon World 2003 (PS) • Gundam: Battle Assault 2 (PS) • Need For Speed: Twin Pack (PS) • Gundam: Federation Vs Zeon (PS2) • Football Mania (PS2) • Wreckless (PS2) • Max Payne: Platinum Edition (PS2) •

We've been expecting Mr Gamer. Over the page for Bondness.

REVIEWER

Kieron Gillen



OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** EA | **PUBLISHER:** EA | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB, GC, PC | **CALL:** 09067 532253 | **PLAYERS:** 1-4

Multipass

Since *Goldeneye*, it's been impossible to make a James Bond game without a multiplayer.

▲ Multiple modes are made available from the off. Admire the joys of Capture the flag. Recognise the agent?

▲ However, many others are only available through being unlocked after high levels of success in the single player game.

▲ You're also able to modify the levels too - and even here there's options that can be opened up for further joys. Look, random respawn!

My name is Bond. **James Bond.** As is my **three cross-format** developed friends...

James Bond 007 Nightfire

Join The Q

It wouldn't be Bond without all the specialist toys of the spying trade. So they've included lots.

▲ The Grapple is one of the particularly useful spy toys.

▲ The Decoder - in a *Deus Ex* manner - allows you to slowly open doors if you haven't located the keypass.

▲ The wrist mounted laser, however, is the simplest joy. A little beam of light useful for sniping stuff. Ace.

Christmas approaches, like a giant wobbling beast of consumerism. From every shop window a message calls "It's Christmas! Time to spend! Gimme Gimme Gimme! Money Money Money!".

And when you're in this sort of mindset, there's a desire for certain things. Things which are a little bit new and surprising, yet simultaneously - and contradictorily - familiar and comfortable. A old well known joke with a sharp and surprising twist.

Hence: James Bond.

Softography

These guys have also made...

Agent Under Fire	75%
007 Twin Pack	63%
Buffy The Vampire Slayer	80%
SSX Tricky	94%
Medal Of Honor Underground GBA	47%
Theme Park Inc	84%

MY NAME IS...

In the same way as *Die Another Day* rolls into the cinema to soak up the seasonal good will, James Bond makes a videogame appearance with a suitably shallow blockbuster. And it is, despite itself, a shallow beast indeed - but don't worry about that. Some things that are shallow are enjoyable. They serve their purpose - and James Bond's purpose is to serve up a selection of high camp action scenes in whole new ways, with a bit of a knowing, girl-baiting wink.

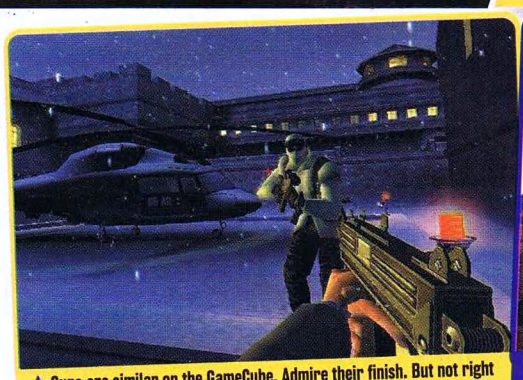
And this does that. Oh yes.

FLEMING TIME

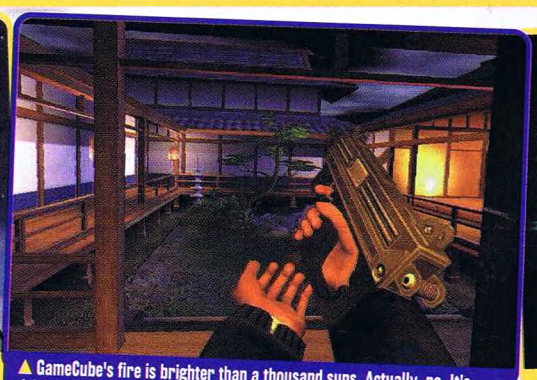
Like *Agent Under Fire*, rather than attempting to adapt one of the books or films to the world of videogames, it takes a more original approach and develops a suitably Bond-like rampage of its own. Clearly, when

Game For A Cube

Being cross-developed, the GameCube version of *Nightfire* is really mostly similar. If you fancy the PS2 one, and have a GameCube, you should consider it.



▲ Guns are similar on the GameCube. Admire their finish. But not right now - that bloke's pointing his at you at the moment.

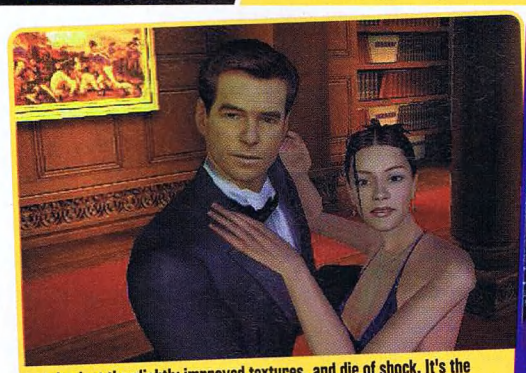


▲ GameCube's fire is brighter than a thousand suns. Actually, no. It's fairly similar. A thousand suns was a rather lovely image though...

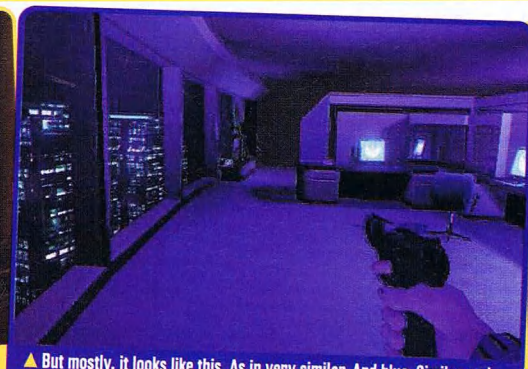
▲ Even the power of Nintendo's machine can't make Jade look any different. There is no Next Generation Green.

OOX Box

Being cross-developed, the Xbox version of *Nightfire* is really mostly similar. If you fancy the PS2 one, and have a X-Box, you should consider it. I've said that before, haven't I?



▲ Look at the slightly improved textures, and die of shock. It's the future, I tell you. Hang about...where are his hands?



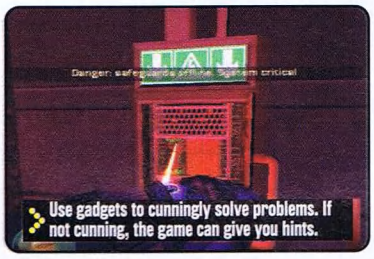
▲ But mostly, it looks like this. As in very similar. And blue. Similar and blue. Kind of like this. Only similar. And blue. But only blue in places...

▲ No matter what version you select, attractive women still abound. And she's certainly attractive. Mind you, I reckon she's had those done...

The Best Bit

Occasionally, stuff explodes. This is always the best bit in a videogame. We have to applaud.

In a particularly nice touch, the pause-game menu features silhouetted dancing girls.



Use gadgets to cunningly solve problems. If not cunning, the game can give you hints.

Factpack

The stuff you need to know...

Difficulty Levels	3
Laydeez	4
Evil Plans To Take Over The Earth	1
Ninjas	Have Swords

▲ Later in the game, the silenced sub-machine gun makes a suitable alternative to your standard-issue pistol. And by this point, your ridiculously polished skills leads to headshots galore. As it should be. Yes.

dealing with someone as well known and well loved as Mr 00, there's an archetypal structure which muct be reiterated to... (Snip! You wot? - Ed).

GENT AGENT

Oh, put it like this - It's a James Bond game. There will be someone who's clearly a baddy, with an expensive base and even more expensive women. All the women will fancy a little bit of how's your father with the secret agent. Half of them will betray him. Virtually all of them will die. The villain will somehow get a nuke, and James will step in and biff him sternly on the nose. Cue credits with James snuggling up with the only girl who's somehow managed to survive.

And so it happens here. In this case, while the plot itself is deeply predictable, what you actually find yourself *doing* is deeply unpredictable. What happens on the next level? You won't know until you get there - while if it was based on a film you've already seen, you'd have a vague clue.

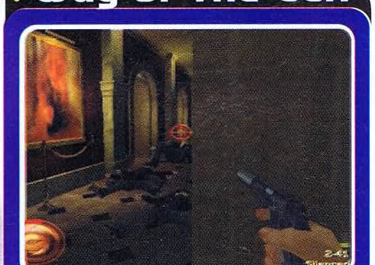
It's not just in variety it scores - the level of general presentation is well up to EA's normal standard. It shows off the PS2 to its best advantage, with all manner of atmospheric tricks. The snow is particularly lovely, character models are solidly rendered, with a particularly realistic Pierce Brosnan whose likeness has been captured for the first time within a game.

...all the women will fancy a little bit of how's your father with the secret agent. Half of them will betray him. Most of them will die...

While not relevant to the PS2 they haven't quite managed to reach as high for the assorted other formats. Clearly, this is something that appears to have been aimed primarily at Sony's Lovechild. The perils of cross-development, eh?

While this is primarily a first-person shooter, it's the many alternate sequences that come

Way Of The Gun



▲ The - ahem - Wolfram 9mm pistol is the standard issue gun. Silenced, it's best for selective shots.

▲ Grenades. Stun grenades stun. Timed charges wait. Frags...frag.

▲ And if everything falls apart, you'll be thankful for rifles.

Automobile For The People!

Hitch-hiking in Bond's world proves perilous. You can never be sure what you're going to find yourself doing next.

▲ Driving an underwater car promises high-jinks. Clearly impractical. More than a little bit ludicrous.

▲ A trip across the countryside in the back of a Snowmobile appeals - how very James Bond.

▲ But when it comes down to it, what James really wants is a fast car with loads of special devices built in.

Female Of The PC

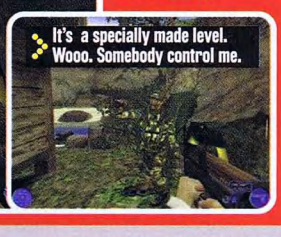
The PC, however, is a slightly different story. While many of the levels are shared between the versions, the specifics of them are varied – you might have a slightly different placing of soldiers, for example. Equally, there are a few extra first-person levels unseen in the console version. However, this is at the cost of the total removal of all the vehicle stages. There's nothing but first person shooting here.

This takes away one of the game's major selling points – the out-of-control variety – and just leaves the core first-person bits, which simply don't play as well on the giant Beige box. In a year where there's been some excellent FPS shooters, Bond needs a little extra. It's really not recommended, unlike *UT 2003*, which is.

▲ The most boring room in FPS history.

◀ "So – do you come here often?" "No, it's my first time on the PC"

▲ The next-generation blue also makes an appearance. Yay.



It's a specially made level. Wooo. Somebody control me.

As you can see, the PC shares many qualities with its console counterpart.

Judgement

GRAPHICS Not exactly repulsive, but a long way from the cutting edge of PC tech. Average.

GAMEPLAY While it's got all the tools to make a good FPS, it's just put together with little style.

LIFESPAN Just as short as its console conterparts, with less unlocking to do.

While it's good to see Bond on the PC, we'd rather have something a bit more together than this. The lack of variety definitely hurts.

Overall 60%

I Can See Clearly

A fairly standard low-light view which allows pin-point accuracy in darkened areas. Not that there's many...

The thermo-graph however, shows the assorted heat levels, including the warmth of a character's breath.

The Future Of War

By hacking a lock, we find ourselves with all these luverly toys at our disposal. Oooh. Toys. Toys are good. Oooh.

▲ Two cars. Two hands. Two guns. Two streams of screaming lead. Two visits to the scrap heap.

It's a beautiful thing, feel the weight. Look at the silly size of the thing. One size fits all. Fits like a glove. A big shooty glove.

If you don't want to fire normally, a zoomed scope with image intensification allows excellent general killing.

Just because it can, it features a grenade launcher as secondary fire. Why take two guns in to the base when you can take one?

Use your lightsabre to disable the opposition. That is a complete and utter lie.

to mind. These involve driving your modified spy car at high speeds and firing missiles or machine-gun bursts at fellow motorists - assuming they have a nefarious nature of course.

STAPLE GUN

These are absolutely wafer thin action staples and while spectacular, serve purely as a break between the more meaty sections. Of course, the car isn't your only option for getting around town by a long way.

The driving sections also tend to be a little too choreographed, leading them to perhaps be the least satisfying to repeat. While there's the same depth of hidden material here as in other levels, it happens at such a speed that there's not much time to work out what's best to do.

Not all the driving levels happen at Blitzkreig pace. In fact, one of the more stealth-orientated experiences occurs when you pilot your now-submersible car down trenches, trying to avoid mines and enemy subs. You have to applaud the game's innovative action - however, it too falls into the trap of feeling more like a stuntman following a routine rather than a Hero rushing towards a destination. If you see what I mean.

Finally, there's the trendy gun-turret sitting bits where you bound all over the countryside on some vehicle while firing at targets as quickly as you can. These were some of the worst sections in *Agent Under Fire*, and are massively improved here. It stretches to create a spectacle, and succeeds.

...its major influence is clearly the Rare classic *Goldeneye* with the reliance on an aim button to achieve headshots...

IN THE HEAD SON

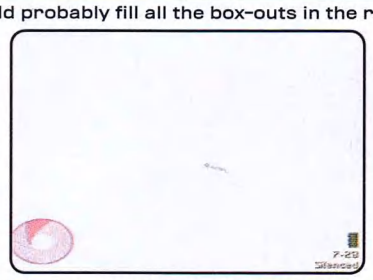
Those familiar with *Agent Under Fire* will be at home in the first person shooter sections, with its mix of gadgets and stealth. The major influence is clearly the Rare classic *Goldeneye*, with the reliance on an aim button to achieve headshots and stressing of stealth clear linking factors. Though - that said - it's clearly easier to strong-arm your way through here. In terms of enemy action, the main comparison is EA's own *Medal of Honor* series, with the henchmen leaning around corners to take pot-shots and rolling around on the floor like a infant's gym class.

As a smaller influence, there's a

Also In The Lab

Yeah – there's so much stuff we could probably fill all the box-outs in the review with the details. But we won't.

▲ The stunner is one of the major ways to temporarily stop the opposition. Watch the bleeder twitch.

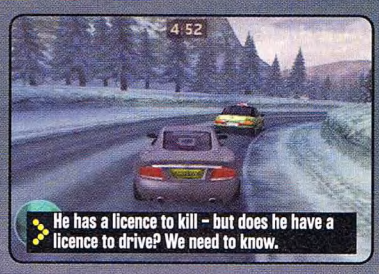


▲ Another good way is to use a stun grenade, which leaves them reeling. Also, can blind you if you're kak.

▲ And if that fails, the guided missiles are still popular in the world of first-shooting missile.

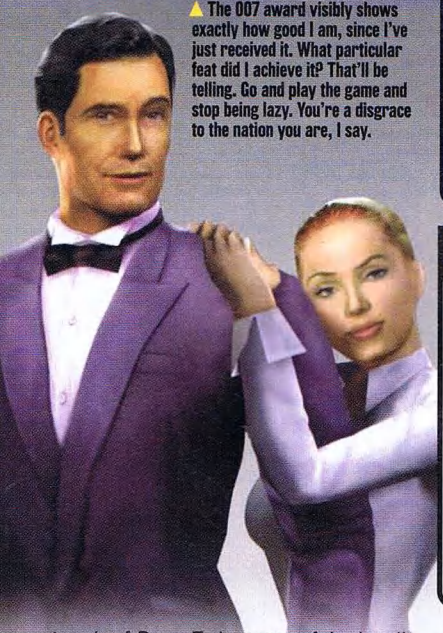
▲ The 007 award visibly shows exactly how good I am, since I've just received it. What particular feat did I achieve it? That'll be telling. Go and play the game and stop being lazy. You're a disgrace to the nation you are, I say.

Weapons are for opponents. Confuse the misguided police with smokescreens.



He has a licence to kill - but does he have a licence to drive? We need to know.

A snowball fight can quickly escalate into gunfire. Be careful this Winter, friends.



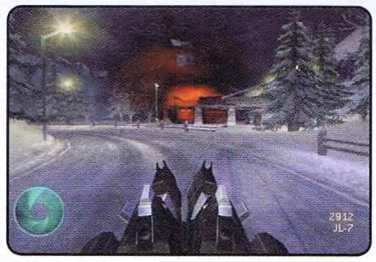
touch of *Deus Ex* in some of the level's construction, with a determination to allow multiple solutions according to your preferences. There's *usually* several ways to do something - however, since this is such a fast paced game, you usually find yourself going for the first thing that comes to mind. The options don't actually create depth - but rather present lots of different ways to be shallow. Yes.

A QUICK SNIPE

Oh yes - and there's a sniper-dominated level which is rubbish. Someone please tell a Producer somewhere that hiding a dozen sharpshooters in a rubble-strewn landscape and then expecting you to pore over every inch of it just isn't any fun any more. The game comes into its own though with the amount of elements to unlock, relying on a level score to cross a certain boundary. More points are capable of being gathered from most areas of performance - accuracy, health remaining and so on - with extras picked up from the Bond moves.

FUTURE BOND

Oh yes - Bond Moves. Like in *Agent Under Fire*, perform a particularly Bond-like action, and you get rewarded with a little burst of the theme tune. They're a tad better judged than the previous game, where you seemed to be rewarded by walking into a door. They often feel genuinely special. The main problem with this is that they're meant to reward quick thinking - but in practice, just reward close, repeated scrutinising of a level. Very close.



▲ If you can't wait for the grit-spreaders, blowing stuff up can lead to freshly thawed roads. Yes.

Most of the unlocks are features for the multiplayer options, which are considerable and a fine way to kill the hours after Christmas dinner by killing fellow Christmas diners.

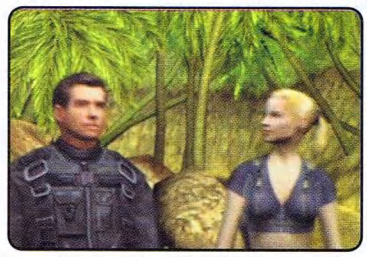
Of all the stuff you get at Christmas, *Nightfire* will most remind you of the Wafer-thin mint. It's tasty, familiarly exotic and genuinely entertaining. And only a few millimetres thick.

La Femme Nikita

Yes, it wouldn't be Bond without the Bond girls. Let's meet three of them, and leave the other one as a surprise.

▲ Dominique. French, softly spoken and brunette. She's fairly attractive. Bond sleeps with her.

▲ Nightshade. American, slightly brashy and off-blonde. She's fairly attractive. Bond sleeps with her.



▲ Alura is an Australian,. She's slightly brashy and pure blonde. She's fairly attractive. Bond sleeps with her.

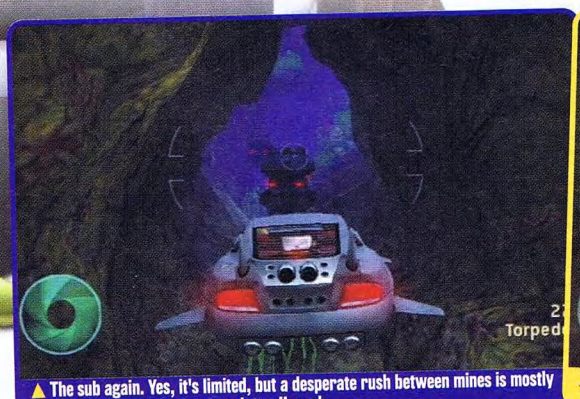
Bearded One

He's introduced as a kind hearted environmentalist corporation head. But the second you see his carefully groomed facial hair you know something's up. Any man who spends so many hours sculpting hair with a razor clearly has the methodical approach to be a Bond villain. And he is.

▲ Look at the Beard. Bad Guy! Bad Guy! He is a Bad Guy! Don't trust him...behind you...

Licence To Kill (And Drive)

It's never a normal ride with Bond. More mirror, signal, manslaughter. Here's a couple of notable set-pieces.



▲ The sub again. Yes, it's limited, but a desperate rush between mines is mostly exciting. As is a chase sequence later. Hurrah.

▲ The chunky jeep provides some rough riding as you make your way around an island disabling its security. No, it's not quite *Halo* - but that's no sin, y'know.

Judgement

GRAPHICS Graphics as lovely as a Bond-girl emerging from sun-kissed sea. Ah just picture it...

GAMEPLAY Takes ideas from all over the place and integrates them with mixed results.

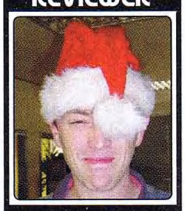
LIFESPAN If it gets its teeth into you, it's an unlockable feast. If it doesn't move you, fine.

Not up with the classics, but Bond doesn't really reach for any of it. Gadgets, Guns and Graphics - a Bond recipe, served well.

Overall

81%

REVIEWER



Martin Kitts

OUT: NOW | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** VICARIOUS | **PUBLISHER:** ACTIVISION | NONE | PS2, XB, GC, PS | **CALL:** 01895 456 700 | **PLAYERS:** 1

Redesigned

The levels aren't as cluttered as in previous games, which works well on the GBA's screen. Best of all there are even more objectives.

All of the old moves, like wallrides and aerial tricks, return for another outing. Not a bad thing, really.

The spine transfer move is a new one. It lets you flip from one side of a ramp to the other, for extra combo possibilities.

The familiar old balance meter seems to work a bit more smoothly compared to the previous games. The best one yet.

Skate & Chat

Far from complaining when you ram into them at 20mph, most people will offer you a timed skating challenge to prove your kick-flipping, rail-grinding, board-grabbing skills. Get out there and gnarl, and bust some moves!

▲ When you're not on a normal challenge level, you can collect stat points to spend on new stuff.

▲ Everybody loves it when the Hawkster shows off some big combos right under their noses.

Grinding with the world's number one skateboarder, any time, any place, anywhere...

Tony Hawk's Pro Skater 4

As always, it takes a sharp eye and some fast fingers to make the most of the game.

Rich beyond the wildest dreams of anyone else who ever dislocated an ankle attempting an ollie, Tony Hawk is, let's face it, *the man* when it comes to skateboarding games.

For all the many imitations we've seen over the years, the one place you can be guaranteed to get the ultimate 'boarding value for money is in the Hawkster's latest outing.

U CAN'T SK8

The GBA editions have been almost as good as their home console equivalents ever since the amazing *Tony Hawk's Pro Skater 2*, and despite the gulf in power between a GBA and a PS2, this new handheld marvel pumps out just as much gameplay as any other version.

As before, the goal is to complete various challenges set around the massive levels, like collecting S-K-A-T-E, or grinding certain objects. We've seen this GBA graphical style a lot since *THPS2*, with proper 3D characters on a fixed-perspective background, so it doesn't have so much of a 'wow' factor any more, but that said *Tony Hawk's Pro Skater 4* is the prettiest one so far, and fits on the GBA nicely.

BIG SQUEEZY

The big change is the much welcomed loss of the old two-minute time limit. It means you can stay in a level and complete several challenges without having to keep returning to the menu screen or watching the clock, which adds some much-needed continuity to the whole thing.

The perspective can sometimes make it hard to judge how to land a trick, which has been a fault in all the previous GBA versions, but at least the controls are squeezed very neatly onto four buttons.

So if you've finished all the previous games, and fancy contributing a little more to Tony's retirement fund, *THPS4* is once again top quality on GBA.

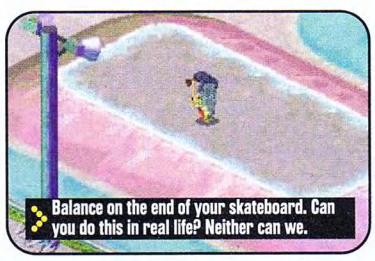
Softography

These guys have also made...

Tony Hawk's Pro Skater 2	91%
Tony Hawk's Pro Skater 3	83%
Kelly Slater's Pro Surfer	68%
Buzz Lightyear of Star Command	62%
Return To Castle Wolfenstein SE	92%
Spider-Man: The Movie	73%

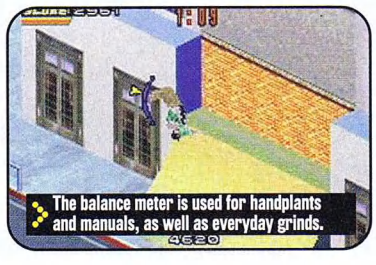
The Best Bit

The animation on the skaters is amazing for a GBA. In fact it's almost as good as a PS2.

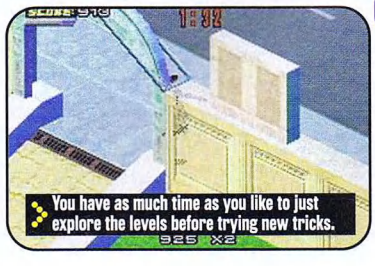


Balance on the end of your skateboard. Can you do this in real life? Neither can we.

Recognise this from the big console versions? The graphics are scaled down.



The balance meter is used for handplants and manuals, as well as everyday grinds.



You have as much time as you like to just explore the levels before trying new tricks.

Judgement

GRAPHICS Bigger characters than previous *Tony* games, with a bit more texture as well.

GAMEPLAY No time limit gives a new feel to the series, and there are some new moves to learn.

LIFESPAN Completing the game and maxing out every skater's stats will take lots of batteries.

It's *Tony Hawk* all over again on GBA, and this is probably the best update so far. It's like having the console version in the palm of your hand.

Overall

85%

CHAMPIONSHIP MANAGER 02/03

OUT: NOW | **FORMAT:** XBOX | **PRICE:** £40 | **DEVELOPER:** SPORTS INTERACTIVE | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 09067 535060 | **PLAYERS:** 1

Let's **talk about text**, baby. Here comes the **greatest ever game** with no graphics...

Championship Manager 02/03

Very Much So!

No speach, no graphics, but still people love it. You can't tell, but the joy is in the tension of match day.

There's nothing more nail chewingly tense than the pause between a shot and the words "Goal for Norwich!" Yeeesssss!

And there's nothing more annoying than when the opposition hit back immediately. Time to tweak the tactics.

To non believers, this is just a speadsheet. Football for fans of *Microsoft Office*. Bollies to that. Anyone who has got sucked into *Championship Manager* knows that watching the words "Beckham shoots for Manchester United." appear on screen is as tense as wandering around *Silent Hill*.

This is just an update of the last game with all the stats from this season and the new nasty thing in footy called the transfer window which means you can't sign anyone between August 31 and December 31 (It opens for a brief time in January), so you had better make sure you've got a good squad early on. It takes away the wheeling and dealing fun of previous games, but that's realism for you. Yep, this is still the most realistic manager around taking in everything from the new window to sorting out training and dealing with the media.

But this hasn't really moved on and although plenty of people think the text will do, it is time for everyone's fave Manager to get a grip and move with the times. So if you've already got *01/02* wait for *Championship Manager 4* which comes with, shock, added graphics!

The window is nasty as you can't just sign players when you get some injuries.

You 'd better make sure you've got a decent squad by August 31 or you're screwed.

Stat Attack

This is for fans of stats, Sky Sports style. There are so many match stats to stare at that you can see exactly where you are going wrong.

Judgement

GRAPHICS Ha! There aren't any! Just watch text appear on screen and get very nervous.

GAMEPLAY Takes ages to get into but once you've seen your new signing score it really is thrilling.

LIFESPAN Forget *Final Fantasy*! One season could keep you going for months if you get involved.

Still the most realistic footy management game around, but after a few season updates, it is all getting a bit tired now.

Overall 82%

REVIEWER: Tom East

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £35 | **DEVELOPER:** KUJU | **PUBLISHER:** BAM! | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB, GC, GBA | **CALL:** 0207 385 1357 | **PLAYERS:** 1

Dragon Ball ZZZ

You've got all manner of scaly wyverns running and flapping and breathing ten kinds of firey death at you. They range from the small and annoying to the downright huge and spectacular, and in later stages of the game you'll get the chance to play as them. But if you don't manage to fend them off on the early levels you'll never get to sprout scaley wings.

These jackals are the first you'll encounter. Fast on their feet and camouflaged in the gloom.

Here's the more amusingly named bogies. They flap majestically and rain a burny breath at you.

Puff, **the magic drags on.** The film may have passed you by, but how is the **flame heavy game** going to fare?

Reign Of Fire

The problem of doing a game of a film is that its whole existence is usually fairly reliant on the success of the movie. If it bombs in the cinema it's not exactly going to inspire the game buying public.

So it was a touch of a worry when the movie arm of *Reign Of Fire* received only middling reviews at best. The concept might have been ace, but did the world really want to see dragons laying waste to Norfolk?

Well no, but we were still filled a little with awe when the game end of the affair loaded up and we were treated to a wicked array of dramatic skies and muddy hills. Sadly though the game itself was slightly less inspiring. Difficult controls, over-long missions and times when the dragons are flying at you so thick and fast that you can't keep up with the action. It looks great though.

The fire is contagious, so be careful. Get too close to anything combustable and woof, up it goes. Look, we even managed to set light to a goat.

At times it looks so lovely you'll forget what a ropey old game it is. I mean, just look at the form on that jeep. And as for the substation - it's gnarly magnificent!

The game might be lacking, but just look at the scenery. Never did post-apocalypse Britain look so good. The decay, the brooding grey skies, it's lovely.

Judgement

GRAPHICS Dark, moody and quite spectacular. Features some of the best looking scenery ever.

GAMEPLAY Tricky at best. Driving, shooting and evading fire bombs all at once can prove testing.

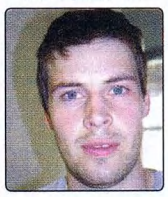
LIFESPAN Although it looks fantastic the frustratingly long missions will soon get on your wick.

If only they'd spent half as much time on the bits you play as they did on the way it looked. It could have been so much better.

Overall 61%

REVIEWER: Roy Delaney

REVIEWER



Dave Harrison

OUT: NOW	FORMAT: XBOX	DEVELOPER: UBISOFT	SPECIAL FEATURES: NONE	CALL: 01932 838 230
	PRICE: £45	PUBLISHER: UBISOFT	OTHER FORMATS: PC	PLAYERS: 1

Call Me Daddy

First step to manipulating guards is to creep up behind them. Go slowly, as even the slightest noise will ruin it.

Automatically Sam puts his gun to the guard's temple shutting him up. Now Sam can knock him out or drag them about.

Once the guards are in this submissive position you can interrogate them for info or for handy door codes.

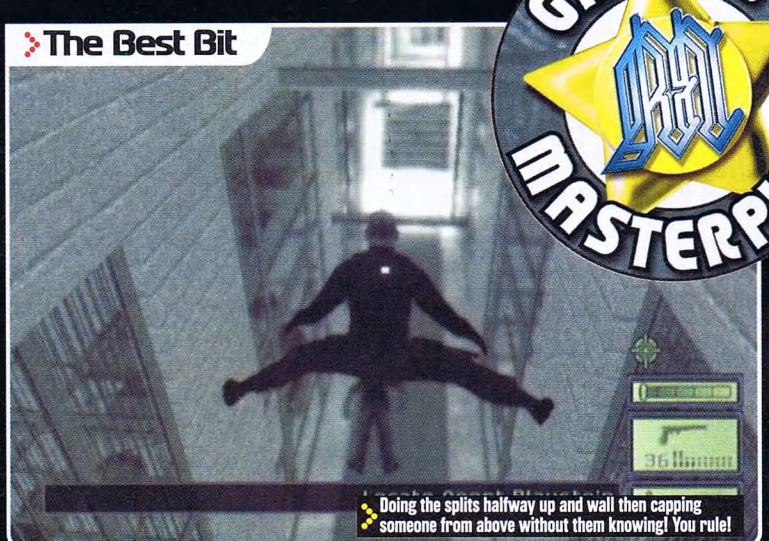
Once you've captured a higher ranking guard you can force them to open retinal scan operated doors. Which is nice.

There's a new **stealth and fitness** instructor around and this guy actually gets to **finish his game...**

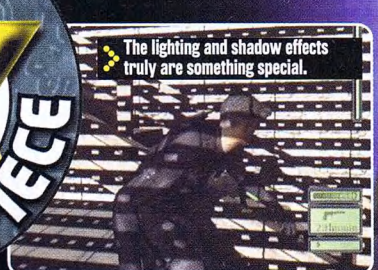
Splinter Cell

GAMING MASTERPIECE

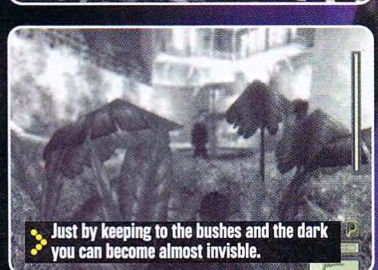
The Best Bit



Doing the splits halfway up and wall then capping someone from above without them knowing! You rule!



The lighting and shadow effects truly are something special.



Just by keeping to the bushes and the dark you can become almost invisble.

It's News To Me

▲ As you'd expect from a Tom Clancy game the plot is fictitious but uses real world conflicts.

▲ The cut scenes are great using a multi-media mix of news coverage and briefings which all lends an air of authenticity to the game.

Picture this – a stubbled man in a tight jump suit, creeping round a military installation, taking men from behind. Ahem. Sound familiar? Well this ain't Solid Snake, hell, it's not even Gabe Logan, this is Sam Fisher – all American Black Ops hero and creation of writer Tom Clancy, who does for the military what JK Rowling does for wizards.

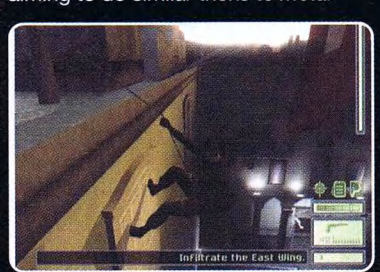
Now there's no denying that the set-up and gameplay of *Splinter Cell* is extremely derivative, but this game isn't really about originality - it's all about execution. It looks like it's aiming to do similar tricks to *Metal Gear*, but do them much better.

SHOT BY BOTH SIDES

This is a game that realises that as highly trained covert killing machine you've got greater things to worry about than how you draw your gun and put it away without letting a shot off. Consequently, every single action, whether it be drawing your gun or abseiling from the top of a building, is incredibly simple – it's just a matter of a couple of button presses. This is great as the rest of the gameplay – infiltrating police headquarters, clambering through burning buildings and the like – is very unforgiving. This isn't a game that you can just bundle your way through as it requires a good deal of strategic thinking. Each mission is neatly divided up into checkpoints where you can save your progress and in between these are fun-sized challenges which must be plotted and jinked through.

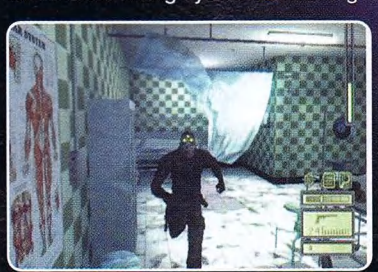
FUN SIZED MARATHON

Initially the approach that brings the most rewards is simple trial and error which doesn't become that frustrating as loading times on the Xbox are so swift. Soon though you'll be clocking



▲ Abseiling coudn't be easier – either walk yourself down slowly or press Y and bounce down quickly.

▲ At one point you have to swing and burst through an office window *Die Hard* style and take out the guards!



▲ The graphics for the environments are superb with some very elegant plastic curtain physics.

Pickin' It And Chewin' It

The real stars of the game are the many gadgets you get to use. They range from a simple lock pick to fancy laser mics.

▲ In *Splinter Cell* it's you that has to pick the lock. Using the left analogue you have to find which direction will flick up the seperate parts of the lock. Clever.

▲ Here's another near *Metal Gear* moment as you have to listen in to a conversation with the aid of a laser mic. Helps integrate the plot with the game.

Factpack

The stuff you need to know...

Levels	26
Training Levels	2
Best Gadget	Sticky Cam
Missions	11

▲ This cook is a civilian so the worst you can do to him is crack him over head. Kill him and the mission is over.

▲ Sam can zip line along wires to reach rooft ops. All you have to do jump up and the game does the rest.

Don't just stand there looking at the nice curtains and pretty shadows...shoot the blighter!
Interact
OPEN DOOR
Find and access Nikoladze's computer.

through the segments once you get used to *Splinter Cell*'s rules – the darkness is your friend, moving slowly means moving silently and if it looks like you could climb on it you probably can. On nearly every level there's something that reminds you of *Metal Gear*, be it the lighting on the oil rig or tucking dead bodies away neatly and there's no denying that *Splinter Cell* owes a lot to Solid Snake's adventures. The big difference is that *Splinter Cell* maintains it's poker face. This is a serious game that never descends into baddies-on-rollerskates or the melodrama that made *Metal Gear Solid* so camp. The result is a game that is a tad humourless but is a much more consistent experience that fits in snugly with other Tom Clancy products like *Ghost Recon*.

If there are any negatives it's the fact that the game is very linear and there's very little to explore, however this does mean you're always channelled towards the action. The other quibble is over the enemy AI which is a bit unpredictable – some guards are like coiled springs, others are more slinky. Hey, it might be more realistic, but it can be very frustrating if you're not too sure what you can get away with and what you can't.

> "...it never descends into **baddies-on-rollerskates** or the melodrama that made ***Metal Gear Solid*** so camp..."

But this isn't the time to rain on the Xbox's parade as even though *Splinter Cell* may not be the most unique game, it looks amazing, plays beautifully and is perfectly suited to the Xbox and its swollen pad. Even more importantly for owners of the Microsoft console, it's the best exclusive game since *Halo*.

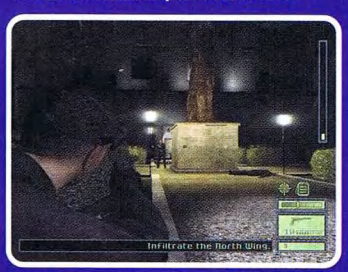
Softography

These guys have also made...

Rogue Spear GBA	75%
Rayman M	52%
Tarzan Freeride	62%
Grandia 2	81%
Jet Ion GP	18%
Rayman 2: The Great Escape	83%

Kiss Kiss Pfft Pfft

▲ Fisher doesn't carry around much ammo so head shots are best way to conserve bullets.



▲ Crouching and ducking behind bushes is vital when you're caught in an all-out gun fight.

▲ Once you've bumped off a few guards, it's time to clear up after you and hide the corpses.

Shatterproof

Fisher is one limber fella and can spring and swing on anything he can get his hands on. He's a like monkey.

▲ Broken or buring floors are no problem, just as long as there's a pipe along the ceiling to cling to.

▲ Sam can shuffle along ledges to avoid the attentions of guards patrolling at ground level.

▲ The oil rig is like one big climbing frame for Sam as he clambers around the pipes like a five year old.

Judgement

GRAPHICS Really uses the Xbox's potential. Brilliant lighting effects and photo-realistic qualities.

GAMEPLAY A mix of familiar tricks and unique ideas. Easier to grasp than *MGS* and not as daft.

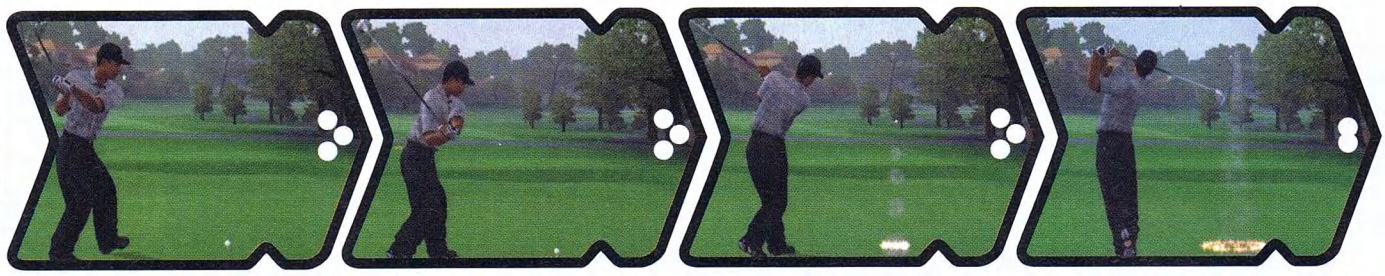
LIFESPAN There's a lot missions to get through but not an immense amount of replay value.

A real slick customer that delivers all the thrills that you'd expect from a creep-about stealth-'em-up and much more.

Overall 90%

REVIEWER

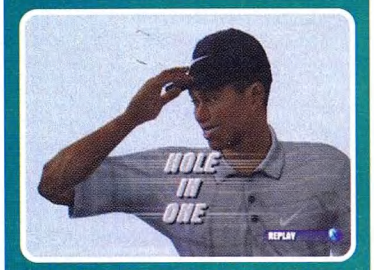
Dave Harrison



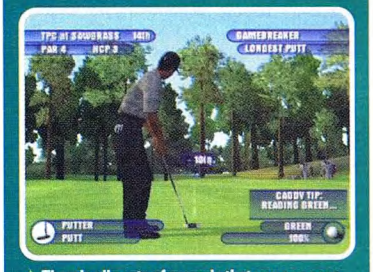
OUT: NOW | **FORMAT:** XBOX | **PRICE:** £40 | **DEVELOPER:** EA | **PUBLISHER:** EA | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC, GC, PS2 | **CALL:** 01932 450000 | **PLAYERS:** 1-4

Lotta Love

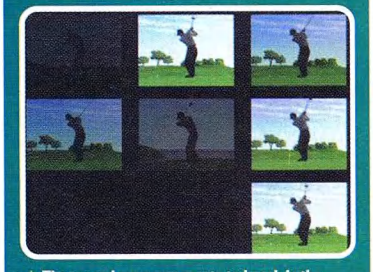
This a game that is generous to a fault – it just can't keep on giving. Make your way through the Tiger Challenge and with every great shot or low score you'll unlock equipment, new courses or just earn some hard cash. With just a little practice you'll soon be able to set new records on some of the easier courses.



▲ Look! Am I not clever? No luck there, just pure skill. Get a Hole in One and the game erupts with unlocked courses and dainty extras.



▲ There's all sorts of records that you can earn money bonuses from long putts, neat chips and approach shots that caress the cup.



▲ The record everyone wants to break is the longest drive. It's question of having the right stats, timing and a little button bashing.

▲ Where the analogue stroke system really flourished is with the approach shots. You can't go all out like the drives so a little subtlety is required.

He may have **played like a pussy** in the Ryder Cup but Tiger's golf game is **grrrrrreat!**

Tiger Woods PGA Tour 2003

Nothing could beat a rainy afternoon, pipe, slippers, perhaps a bit of Radio 2 and a couple of rounds *Tiger Woods PGA Tour 2002*. That is until EA went one better with *Tiger Woods PGA Tour 2003*!

Now there's not a vast amount of difference from the last game in terms of features – there's seven new 'crazy' characters to unlock and a new Skillzone which is a zone where you test your skills (no really) such as target chipping for cash prizes.

ONCE YOU POP...

Last years game was great so any improvement is going to be difficult. But our twatty looking Jesper Parnevik caps are doffed to them, as EA have managed to polish the visuals and give the playing system a sweeter feel without actually tampering with the existing winning formula. It really is ever so smart.

Using the analogue stick you pull back and then forward to replicate the swing of the golf club. How cleanly and rhythmically you do this effects the quality of the shot and soon you really get the feel for each shot in a way that the old power bar set-up never could really manage.

...YOU CAN'T STOP

This is especially noticeable on the approach shots which you can really caress onto the green. What's more it's a system that is perfect for the Xbox controller which if you dressed it in a Pringle sweater, makes it look a lot like Ian Woosnam.

What *Tiger*'s game manages to do is take the simplicity and immediacy of games like *Mario's* and *Everybody's Golf* and then combine it with the realism and high production values of an uptight golf sim. It's incredibly addictive and the way you continuely unravel new treats makes it very hard to put down.

Quite simply it's best serious golf game we've played for ages and a blessing to every console.

Softography

These guys have also made...

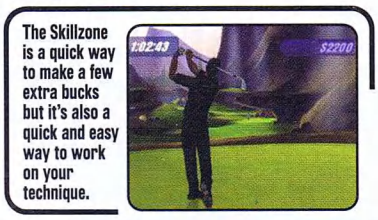
Knockout Kings 2002	62%
The Simpsons Road Rage	76%
Tiger Woods PGA Tour Golf 2002	84%

The Best Bit

Clipping a drive perfectly. It's guarenteed to give a warm glow inside.

Stuff And Balls

Here's the lovely selection of golfing bumph that you can unlock that extends from shafts to whole human beings. *Fore...*



The Skillzone is a quick way to make a few extra bucks but it's also a quick and easy way to work on your technique.

Each character you beat in the Tiger Challenge you get to keep! Just where isn't specified. Perhaps in a big Golfer pit.

EA are really big and so are these awards. Just like the Madden Cards, you get these balls that let you know you're ace.

Each player has a swing that is unique to them thanks to some delicate animation.

Judgement

GRAPHICS Excellent. All the golfers look frighteningly real and the courses are suitably lavish.

GAMEPLAY Hours will fly by once you get to grips with the ingenuous control system. Sweet as.

LIFESPAN There's loads to unlock, excellent as a multiplayer and has bucket loads of replay value.

A sublime blend of simulation looks and content with perfectly balanced gameplay. And grass. I am Tiger Woods...

Overall

88%

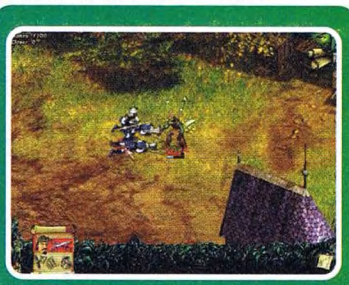
OUT: NOW | **FORMAT:** PC | **PRICE:** £30 | **DEVELOPER:** SPELLBOUND | **PUBLISHER:** WANADOO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 02380 647 822 | **PLAYERS:** 1

What have we here? ***Desperados* in tights!** Or, if you prefer, ***Commandos* in tights...**

Robin Hood
The Legend of Sherwood

You can zoom out and see lots more of the level. Things get more than a little fiddly at this range.

Have At You!


▲ The melee combat's none too subtle – just click repeatedly on the bloke you want to slash. Holding down the mouse button and drawing shapes works.

Under Cover

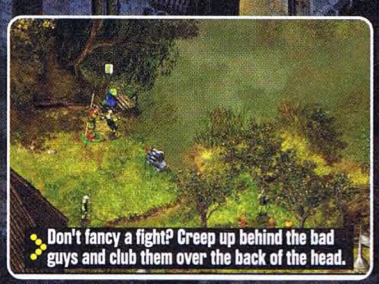
You're a known outlaw and you want to rescue a mate from the Sheriff of Nottingham. What do you do?

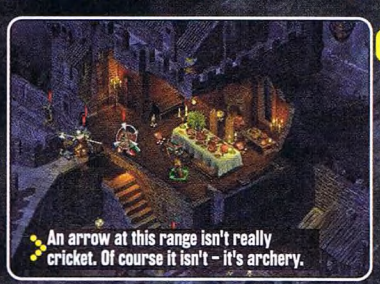
Obviously you wander in, clad in your Robin Hood costume, as all the kids run round and go, "Crikey! It's Robin Hood!"

Unsurprisingly, this approach is swiftly followed by lots of evil guards queueing up to stick swords in your chin. Tsk.

Spellbound seem to have discovered a nice little earner - cheap and cheerful *Commandos*-type games that aren't set in World War 2. First we had *Desperados* - *Commandos* in the Wild West - and next up is *Robin Hood: The Legend of Sherwood* - *Commandos* in mythical medieval England.

You're Robin Hood, you want to depose rotten old King John, and so you gather together your Merry Men - each, unsurprisingly, with their own special skills - and embark on 40-odd varied missions. It's all a little free-form, and you'll spend a lot of time wondering what to do next, but the swordfighting and arrow-shooting make a nice change from guns. But be sure you love this type of game before you shell out.


Don't fancy a fight? Creep up behind the bad guys and club them over the back of the head.


An arrow at this range isn't really cricket. Of course it isn't – it's archery.

Judgement

GRAPHICS All rather isometric and over-detailed. Lots to see but not a lot to do with it. Okay though.

GAMEPLAY Click. Click. Click. Click. Click. Just like *Commandos* or *Desperados*, funnily enough.

LIFESPAN If you're not bothered by the free-form structure then you'll find plenty of ongoing joy.

Look, it's *Desperados* in medieval England with plenty of Lincoln Green and Richard Greene. Nothing special, but fun.

Overall

74%

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GAME BOY ADVANCE

OUT: NOW | FORMAT: XBOX | PRICE: £35 | DEVELOPER: CODEMASTERS | PUBLISHER: CODEMASTERS | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01926 816044 | PLAYERS: 1

The **Manager of the Year**? No, that's Arsene Wenger. But Mr *LMA* is **pretty good too...**

LMA Manager 2003

Diabolical!

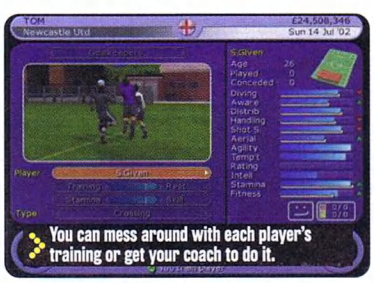
After a match, you can watch the highlights and listen to Alan Hansen telling you what you did wrong. Grrr!

Lineker introduces the highlights, whilst Hansen moans about shocking defending. Nothing changes.

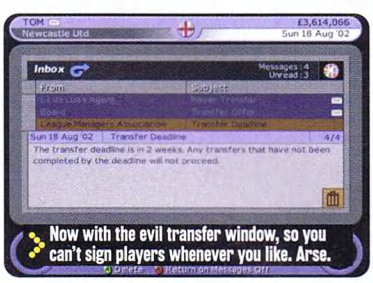
Hansen and Lineker are far better than McCoist and Townsend. This brings back memories of *Match of the Day*. Sob!

Nothing makes you feel more like a virtual manager than *LMA*. Yep, *Champ Man* may have more stats, more players and more, erm, words, but for the full on smashing teacups against the wall experience, *LMA* is the way forward.

Why? Because you can actually watch the matches. And while watching text flip up on screen can be tense, nothing beats yelling at your team to push forward with dugout tactics and then watching your new signing coming off the bench and smashing in a 90th minute winner. And then sitting back watching the match highlights with commentary from Alan Hansen. This is the same as the PS2 *Manager* with all the stats for the new season, the transfer window (You can't sign players between 31 August and 31 December) and a new *Championship Manager*-style searching feature, so you can type in names of obscure stars and find them straight away. Fantastic. It may be less hardcore than Championship Manager, but with the live match action, this is fun footy management with a smile on its face. Just like Ron Manager, then. Marvellous.



You can mess around with each player's training or get your coach to do it.



Now with the evil transfer window, so you can't sign players whenever you like. Arse.

Shear Glory!

Play as a top Premiership team and you can buy the best players. The Toon Army will score a few with Shearer, Bellamy and Alan Smith up top.

Judgement

GRAPHICS The match action is decent, but it doesn't make the most of the Xbox's extra oomph.

GAMEPLAY It is not as in depth as *Champ Man*, but with its live matches it is more fun.

LIFESPAN You can whip through the games or spend ages playing with the training and transfers.

Add the new player search feature to the dugout tactics and some fantastic live matches and this is the best *LMA* yet.

Overall 86%

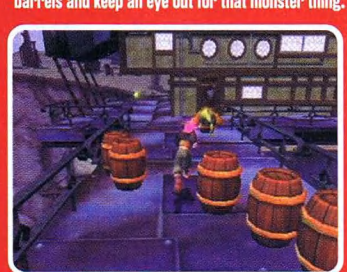
REVIEWER: Tom East

OUT: JANUARY 2003 | FORMAT: PS2 | PRICE: £35 | DEVELOPER: DISNEY INTERACTIVE | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: PSONE | CALL: 020 7859 5000 | PLAYERS: 1

Aaah Jim Lad!

Ah but you're not *just* running about with a mallet or special space gloves mister, oh no. Now and again you've got to get yer cosmic boots on and run around and chase things. Here for instance is a quaint little camel-like dinosaur thingy. You get dizzy running round in circles trying to put salt on its tale, but it's worth all the stress in the end.

Thar she goes, off up over the hill. Dodge the barrels and keep an eye out for that monster thing.



Be vigilant. When your quarry heads off to the right, nip round the back - she'll wait for you.

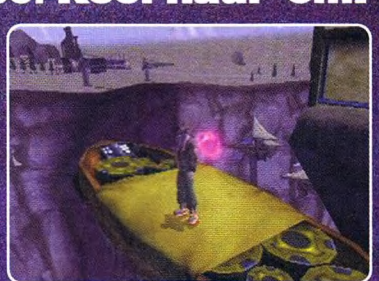
Ahoy there me hearties! Them **scurvy currs** at Disney have remade *Treasure Island* in space. **Keel haul 'em!**

Treasure Planet

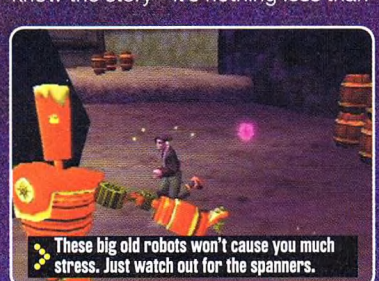
It's coming up to Christmas so it must be time for the latest Disney movie game spin off. But what's that you say? The film's not out here till February? Not to worry, the mouse house are putting it out anyway.

So at this point in time the film, or its characters will mean diddly squat to you or I. But don't fret, cos you'll know the story - it's nothing less than a superannuated remake of good old Treasure Island. Cheesy I know but a sweet little game all the same.

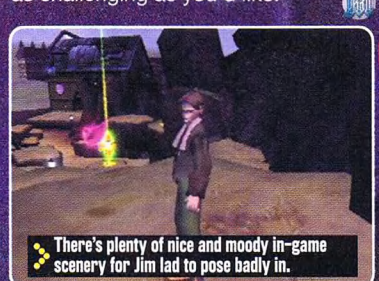
You'll play as cabin boy Jim Hawkins as he bounds about space chasing treasure. As you'd expect for a Disney it looks great, but the *Spyro*-alike gameplay is just a tad familiar. It's a nice one to keep the nippers quiet at Crimbo, but not as challenging as you'd like.



In a lovely touch you can always tell where you've been on the outdoor levels cos you'll leave some handy footprints in the snow. And pose like a complete git...



These big old robots won't cause you much stress. Just watch out for the spanners.



There's plenty of nice and moody in-game scenery for Jim lad to pose badly in.

Judgement

GRAPHICS It might have the obvious Disney hallmarks but it's got some lovely old backgrounds too.

GAMEPLAY It's simple enough for the tiddlers, but only provides a slight challenge for the old 'uns.

LIFESPAN You've seen it all a basketful of times but you'll still hang on right till the end.

It might be the familiar "bound about in a variety of nice environments" barrel bashing excercise, but it's cute enough all the same.

Overall 63%

REVIEWER: Roy Delaney

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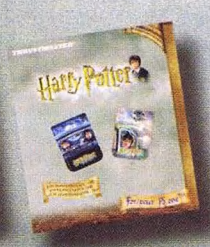

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REVIEWER

Robin Alway

OUT: NOW | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** HUDSON | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01932 895390 | **PLAYERS:** 1-4

Get interactive

The boards in *MP4* are a bit more interactive than they were before – as well as special mini-mini games, you also get to go on the rides...

Mario runs to avoid the rollercoaster on Midway Madness. He WAS on the other side of the board near the star...

Having chosen to take a Mini-Mushroom, Peach can play one of the spooky mini-games on Boo's board to win an Item.

Koopa builds a cabana – with five-coin funding from the players. It eventually gets washed away by a massive tidal wave!

B-B-B-Bowser!

Bowser's just as big a party pooper as he was last time. Land on a Bowser space and you'll either be visited by the big B or one of his baby buddies. The little ones steal your money, but the big one is bad news for everyone...

▲ Heeeeere's Bowser! Now you'll have to play a Bowser Game where all four players compete.

▲ In this instance it's a game of darts. The player with the lowest score loses a stash of cash!

Take 40 **mini-games**, five **party hosts**, eight **characters** and four **players** – it must be time for...

Mario Party 4

There's a party going on in your 'Cube and everyone's invited! (Well, you and three mates, to be exact.)

Yep, you can't keep a good franchise down, and so Hudson are back to party hearty on Ninty's new machine. Just like the N64 versions, *MP4* takes you on multi-player manoeuvres through five fantasy boardgames. Each one is themed by its party host, so Boo runs a haunted house, Koopa is on a tropical island, Toad owns a theme park and so on.

EYE-CANDY

The biggest change over the N64 versions are the graphics – they're much more detailed, much slicker and a lot more 'solid' than before. Even the boards are in full 3D, although this doesn't have much bearing on the gameplay.

In terms of new stuff, we've got Mini and Mega-mushrooms that let you change size (grow big to run further round the board, shrink down to access mini-mini games). Also, the boards are a bit more interactive, so you get to take shortcuts on a ghost train or dolphin, there are junction events (which can prove to be really annoying). And...er...to be brutally honest, that's about it. There are loads of new mini-games, but this isn't a million miles away from a hi-res rendition of *Mario Party 1*, *2* or *3*.

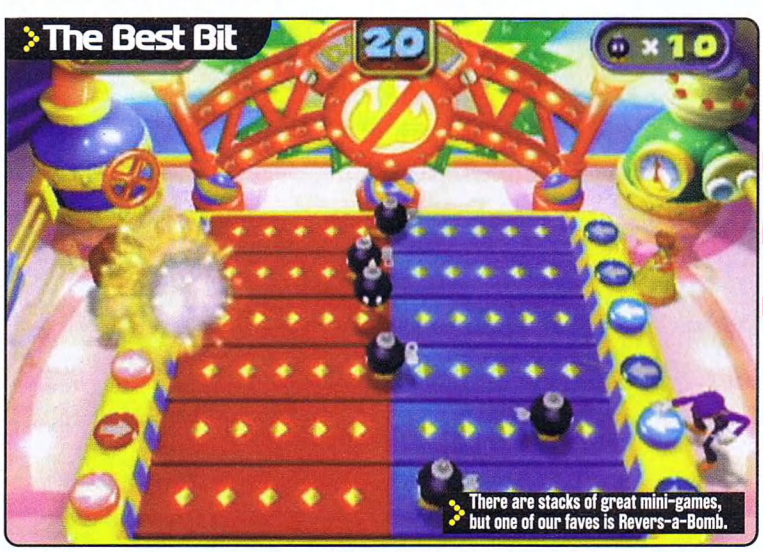
And that's really the biggest problem. *Mario Party 4* is a carbon copy of a winning formula, and if you're new to GameCube, then that's just fine. But if, like us, you've been playing these games on the N64, then this party is just a bit of a let-down.

It's not that it's bad, but it's just more of the same – with two major exceptions. The game boards feel like they're even slower to play than before, mainly because of the random junction events, where your route is decided on the slip of a banana skin or the spin of a roulette wheel. If luck's against you, it's easy to end up going round and round the same bit and just getting nowhere.

DISC OF FUN

And then there's the mini-games. *Mario Party* has moved onto a 1.5Gb disc, but has less mini-games than *MP3* which was on a 32Mb cartridge. Good looking they might be, but you only get to play from a selection of 40 games during party mode. We wanted about 100 mini-games and about ten really inventive boards.

We have enjoyed playing through *MP4*, but there's always the nagging feeling that it could have been so much better...



The Best Bit

There are stacks of great mini-games, but one of our faves is Revers-a-Bomb.

▲ In Mushroom Medic you have to find the poorly one by 'listening' to heartbeats with the rumbling joypad.

▲ A giant mega-Mushroomed Yoshi stomps around the board – he's about to flatten Luigi and steal ten coins.

Softography

These guys have also made...

Mario Party	83%
Mario Party 2	90%
Mario Party 3	69%
Bomberman	70%
Bomberman Tournament	88%
Blender Bros	81%

Moneybelts is a one-on-three player game, where you all get to collect loads of money.

Judgement

GRAPHICS Much smarter than before, but nothing to really get that excited about.

GAMEPLAY The mini-games are top fun, but the boards are a bit tedious. One-player mode is dull.

LIFESPAN As long as you've got mates, you'll be happy to drag this out from time to time.

Not as clever or imaginative as we'd hoped, but still a good dose of *Party* action Or you could just pick up a copy of *Mario Party 2* instead.

Overall 69%

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POLYPHONIC

COMP. WAP NOKIA 3510 & 7210. NEW SAMSUNG T100

KETCHUP SONG	LasKetchup	121151
LOGICAL SONG	Scooter	121149
NESSAJA	Scooter	121150
DILEMMA	Nelly & Kelly	121152
LIVIN IT UP	Ja Rule	121133
STAN	Eminem	121116
CASTLES IN' SKY	Ian V.Dahl	121117
SMOOTH CRIMINAL	AAF	121123
HEY BABY	DJ Otzi	121118
JAMES BOND	Theme	121111
BATMAN	Theme	121112
WITHOUT ME	Eminiem	121113
STILL DRE	Dr Dre/Eminem	121114
MISSION IMPOSSIBLE	Theme	121115
STAR TREK	Theme	121119
KNIGHT RIDER	Theme	121120
AIRWOLF	Theme	121121
A TEAM	Theme	121122
BILLIE JEAN	Michael Jackson	121124
JAWS	Theme	121125
633 SQUADRON	Theme	121126
GET U R FREAK ON	M.Elliott	121127
STAR WARS	Theme	121128
'CAUSE I GOT HIGH	Afroman	121129
MUPPET SHOW	Theme	121130
HOUSE OF FUN	Madness	121131
BAD INTENTIONS	Dr Dre/Em.	121132
GHOSTBUSTERS	Theme	121134
TETRIS	Arcade Theme	121135
BUBBLE BOBBLE	Arc.Theme	121136
HAPPY DAYS	Theme	121137
INSPECTOR GADGET	Theme	121138
MEN IN BLACK	Theme	121139
ICE ICE BABY	Vanilla Ice	121140

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POPULAR

THE TIDE IS HIGH	Atomic Kitten	112029
ROUND ROUND	Sugababes	112018
JUST A LITTLE	Liberty X	111935
WORDS R NOT ENOUGH	Steps	111600
ANY ONE OF US	Gareth Gates	111988
LITTLE LESS CONVE.	Elvis vs JXL	111957
UND'RN'TH UR CLOTHES	Shakira	111992
KISS KISS	Holly Valance	111898
GOT 2 HAVE UR LOVE	Liberty X	112024
FOOLISH	Ashanti	111921
WHENEVER WHEREVER	Shakira	111661
DOWN BOY	Holly Valance	112132
HARD KNOCK LIFE	Dr Evil & M.Me	112012
NOD YA HEAD	Will Smith	112007
COLOUR BLIND	Darius	112010
CAN'T GET U OUTA MY	Kylie	111388
"HEY BABY (UHHAHH)"	DJ Otzi	111446
HERO	Enrique Inglesias	111642
LONG & WINDING	Gareth&Will	112028
ONE LOVE	Blue	112923
IN AND OUT	3rd Edge	112033
SUSPICIOUS MINDS	G.Gates	112224
WHEN I LOST YOU	S.Whatmore	112138
WILL ALWAYS LUV U	Rik Waller	111685

UK GARAGE

DY-NA-MI-TEE	Miss Dynamite	112026
CROSSROADS	Blazin Squad	112034
ROMEO DUNN	Romeo	112025
HEARTLESS THEME	H'rtless Crew	111942

NU METAL

IN THE END	Linkin Park	111489
SMOOTH CRIMINAL	AAF	111377
PLACE IN MY HEAD	Linkin Park	111254
GIRL ALL BAD G'YS	Bowling4S.	112042
HEAVEN IS A HALFPIPE	OPM	111269

INDIE

WATERFALL	Stone Roses	111456
BITTER SWEET SYMP	The Verve	111292
STOP CRYING UR HEART	Oasis	111968
STOP CRYIN' UR HEART	Oasis	111968
BITTER SWEET SYMP	Verve	111292
THE HINDU TIMES	Oasis	111895

HIP HOP

CLEANING OUT'CLOSET	Eminem	112062
WITHOUT ME	Eminem	111952
LIVIN IT UP	Ja Rule	111931
OH BOY	Camron & J. Santana	112020
I NEED A GIRL	P Diddy	112006

DANCE

THE LOGICAL SONG	Scooter	111965
LIKE A PRAYER	Madhouse	112016
SHOOTING STAR	Flip N Fill	111987
SHOOTING STAR	Bang	111588
FOREVER	Dee Dee	112022
ALONE	Lasgo	112023
BLOW MY WHISTLE	DJ Alligator	111567
ST'RRY I'D S'PR'SE	P.Oakenfold	112048

ROCK

JUST LIKE A PILL	Pink	112149
HOW U REMIND ME	Nickelback	111671
BY THE WAY	Red Hot Chilli's	111998
TOO BAD	Nickleback	112030
PAPA DON'T PR'CH	K.Osb'rne	112144

RNB

HOT IN HERE	Nelly	111977
AWAYS ON TIME	Ja Rule	111644
GONNA BE ALRIGHT	J.Lopez	111996
GANGSTA LOVIN'	Eve f. A.Keys	112168
WHAT YOU GOT	Abs	112105

THEMES

MISSION IMPOSSIBLE		111121
ONLY FOOLS AND HORSES		111369
GOOD, BAD AND THE UGLY		111181
SCOOBY DOO		111142
ROCKY		111141
MUPPETS		111134
AXEL F BEVERLEY HILLS COP		111601
JAMES BOND		111119
STAR WARS MAIN THEME		111125
MEN BEHAVING BADLY		112127
THE A TEAM		111115
M*A*S*H		112128
WINNIE THE POOH		111613
FORMULA ONE		111610
MATCH OF THE DAY		111126
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LOGOS

LOGO COMPATIBILITY - NOKIA: 402, 702, 3210, 3310, 3330, 3410, 3510, 3510I, 5110, 5130, 5146, 5210, 5510, 6110, 6130, 6150, 6210, 6250, 6310, 6310I, 7110, 7650, 8810, 8210, 8310, 8810, 8850, 8890, AND 9110(I) ERICSSON: T20E, R520M. SAMSUNG: T100, N600 SONY ERICSSON: T68, T68I. SIEMENS S45, ME45, C45, SL45I

PICTURE MESSAGES

PICTURE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 3410, 3510, 3510I, 5210, 5510, 6210, 6250, 6310, 6310I, 7650, 8210, 8850, AND 9110(I). NOKIA 3310, 3330, 3410, 5510, 7650 CAN USE PICTURES AS SCREEN SAVERS. ERICSSON: T20E, R520M. SAMSUNG: T100, N600. SONY ERICSSON: T68, T68I. SIEMENS S45, ME45, C45, SL45I.

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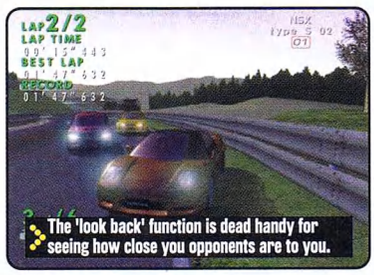
OUT: NOW | FORMAT: XBOX | PRICE: £40 | DEVELOPER: WOW ENTERTAINMENT | PUBLISHER: SEGA | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 995 3399 | PLAYERS: 1-2

If **calliper adjustment** and reboring your cylinders sounds like fun, you're **in the right car park...**

Sega GT 2002



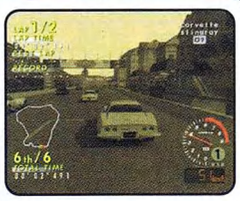
The 'look back' function is dead handy for seeing how close you opponents are to you.

Crudbucket

Eurgh. A Fiat Punto. Nothing wrong with it in essence, mind, just not quite a Mitsubishi GTO Twin-Turbo with a race kit.

Classic-tastic

Pick the 'Chronicle' option and you'll get to take part in a series of races starring great classic cars.


One cool feature is the way that the race starts in sepia - that's a kind of fag stain brown to the uninitiated or uneducated.

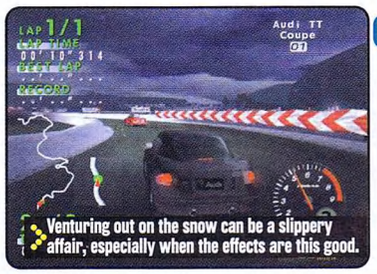
As the course progresses, you'll notice colour slowly creep in, bringing the race into modern-day hues.

Likely as not you've played *GT3* - if you haven't, sort it out - but when it comes to other consoles, there's not really been much competition. *SEGA GT 2002* puts the record straight, then, at least as far as Xbox owners are concerned.

And it's business as usual. Tasty, tasty, very very tasty graphics, a garage choc full o' cars, both classic and contemporary and a massive challenge in terms of licences, event races and tune-ups.

How does it play? Erm, like *GT3*. Start with a little one-litre supermini and work your way up. You need to need to brake on the corners and steer sensibly. *Burnout 2* it ain't. Just make sure you've got a spare month, cos this is one long road trip. And a damn good one, too.

As ever, the lighting routines are grand, especially the obligatory horizon sun courses.



Venturing out on the snow can be a slippery affair, especially when the effects are this good.

Judgement

GRAPHICS Sweeter than sweet, sweet sugar - with none of the tooth rot. Digital art.

GAMEPLAY It's an RPG with cars. Drive good, trounce opponents, win races. Easy.

LIFESPAN Bloody ages. There's a mine of untapped auto gold just waiting to be discovered.

Arcade fans should look elswhere, but great fun for petrolheads and Sunday drivers alike. Bigger, better, faster, more.

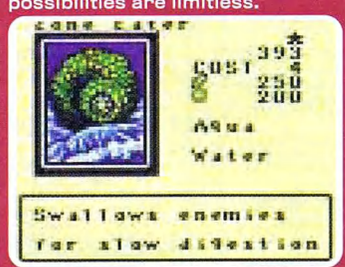
Overall 83%

REVIEWER: Neil Randall

OUT: NOW | FORMAT: GBC | PRICE: £30 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: LINK UP MODE | OTHER FORMATS: GBA | CALL: 01895 456 700 | PLAYERS: 1-2

Building Blocks

Every time you knacker an opponent, you get awarded a card and a construction piece. These let you build your own card. There are thousands of combinations, depending on who you face on your travels. As your Duellist rank goes up, you get given more powerful cards and with the trade function, the possibilities are limitless.



Each of the monsters has a unique attack or ability, as well as a buy and sell price.

Learning which cards to play is crucial to your survival - your opponent will waste no time!

Battle for your cards to prove you're *Yu-Gi-Oh!* - the **King of Games!**

Yu-Gi-Oh! Dark Duel Stories

So here we are playing the GBC version of the card game of the anime series/comic book, *Yu-Gi-Oh!* Can it topple *Pokémon*?

Yugi is introduced to the ancient Egyptian Millennium Puzzle by his granddaddy and unleashes the spirit of an Egyptian King, Yami Yugi. As this alter-gaming ego, you get to kick card ass on your nemesis, Seto Kaiba and his little brother, Mokuba. Carefully construct your deck - we found piles of monsters, as well as magic and various traps to set. Customisation is the key, although you'll also need to be the supreme strategist as it gets very hard, very quickly. Reaching the Rulers of the Heavens is damn near impossible.

As much you might love the *Yu-Gi-Oh!* world, there's always that nagging feeling that it's a bit blandola, especially with the PSOne version kicking around. But if you're a *Yu-Gi-Oh!* fanatic there's endless hours of Dark Duelling to be had with this one.

This is the playing field. Interesting, ain't it? Not really. But soon you won't care too much.

Here's where you browse your chest of cards for choosing which ones to commit to your deck.

You can opt to play as Yugi, or one of his best friends, Tristan, Tea or Joey. Whether this makes much difference to the cards you win is debatable, though

Judgement

GRAPHICS Nasty. But that's card games for you. Still, the GBC is ancient, so maybe we're unkind.

GAMEPLAY A card-collector's heaven, with masses of scope and a huge challenge. No thrills.

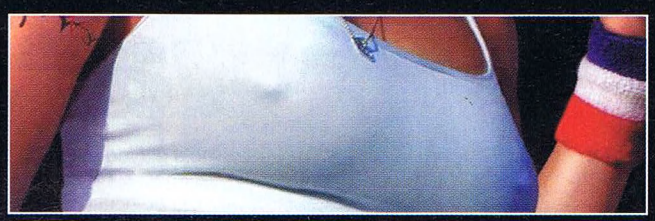
LIFESPAN Virtually immortal. You could go on trading and constructing even after becoming King.

A good little card game that truly captures the *Yu-Gi-Oh!* universe. Not recommended for action fans, but mentalists will love it.

Overall 74%

REVIEWER: Neil Randall

"WANNA SEE SOME MORE?"



REVIEWER

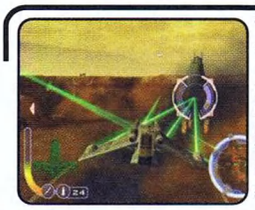
Geraint Evans

OUT: NOW	FORMAT:	GC	DEVELOPER:	PANDEMIC	SPECIAL FEATURES:	NONE	CALL: 01753 756 100
	PRICE:	£40	PUBLISHER:	ACTIVISION	OTHER FORMATS:	NONE	PLAYERS: 1-4

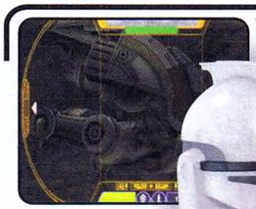
Take Control

Clone Wars allows you to pilot different craft across each mission – all of which have their own strengths and weaknesses to learn.

The battle tank is the most commonly used craft. You can strafe left and right at speed allowing you to evade and aim.



The gunship is the only flying craft you get to play with. A massive array of devastating weaponry to help your ground forces.



The Assault Walker is the runt of the lot.

Half *Rogue Leader*, half *Demolition*. Gamecube's second Star Wars mission makes very little impact...

Star Wars Clone Wars

After playing the brilliant *Rogue Leader*, this just doesn't seem to match up. We're not sure if it's just us, but the thought of piloting some random Republic Battle Tank just doesn't hold as much excitement as taking an X-Wing down the Death Star's trench.

BLASTER MASTER

Of course, it's not really the setting's fault and if you're not really that much of a snob when it comes to the original trilogy then there's some enjoyment to be found.

Taking place towards the end of *Star Wars: Episode 2*, you take control of Anakin and Mace Windu over sixteen different missions spread over a handful of planets.

Anyone who's played any of the *Squadron* games will feel right at home with the objective based play.

STAR BORES

You're required to battle it out in a selection of vehicles, completing goals like protecting and escorting your own craft to all out assaults on enemy installations. It might not offer anything drastically new, but what it does, it does very well. The worlds are nice and big, and at times you'll be dumb-struck by the sheer level of activity taking place on screen at any given time. On pretty much every level you get that feeling that you're taking part in a massive battle, with hundreds of enemy and friendly units whizzing around all over the shop.

Trouble is, it's not always so exciting. There are a number of levels that have been squeezed into the game that are just plain dull. With very little of interest taking place, you find yourself just slogging through them to get to the next good bit – and once you've seen it all, the rather poor multi-player games do little to tempt you back for another go.

Softography

These guys have also made...

Buzz Lightyear Of Star Command	62%
Quake 3 Gold	82%
Spider-Man	82%
Tony Hawk's Pro Skater 3	83%
Kelly Slater's Pro Surfer	68%
Return To Castle Wolfenstein	92%

Battle Boredom

There is a multi-player option in *Clone Wars*, but it seems like a tacked on after-though rather than anything really enjoyable.

The all out battle mode just has players strafing around each other in circles – very dull.

The conquest missions add a bit more strategy to the multi-player – but are you bothered?

The consistency of the levels is poor, with some awesome levels and some real stinkers.

The Best Bit

The level of activity is really impressive, giving you the feeling you're really taking part in massive, manic battles.

The first Geonosis level is, unfortunately, one of the best the game has to offer.

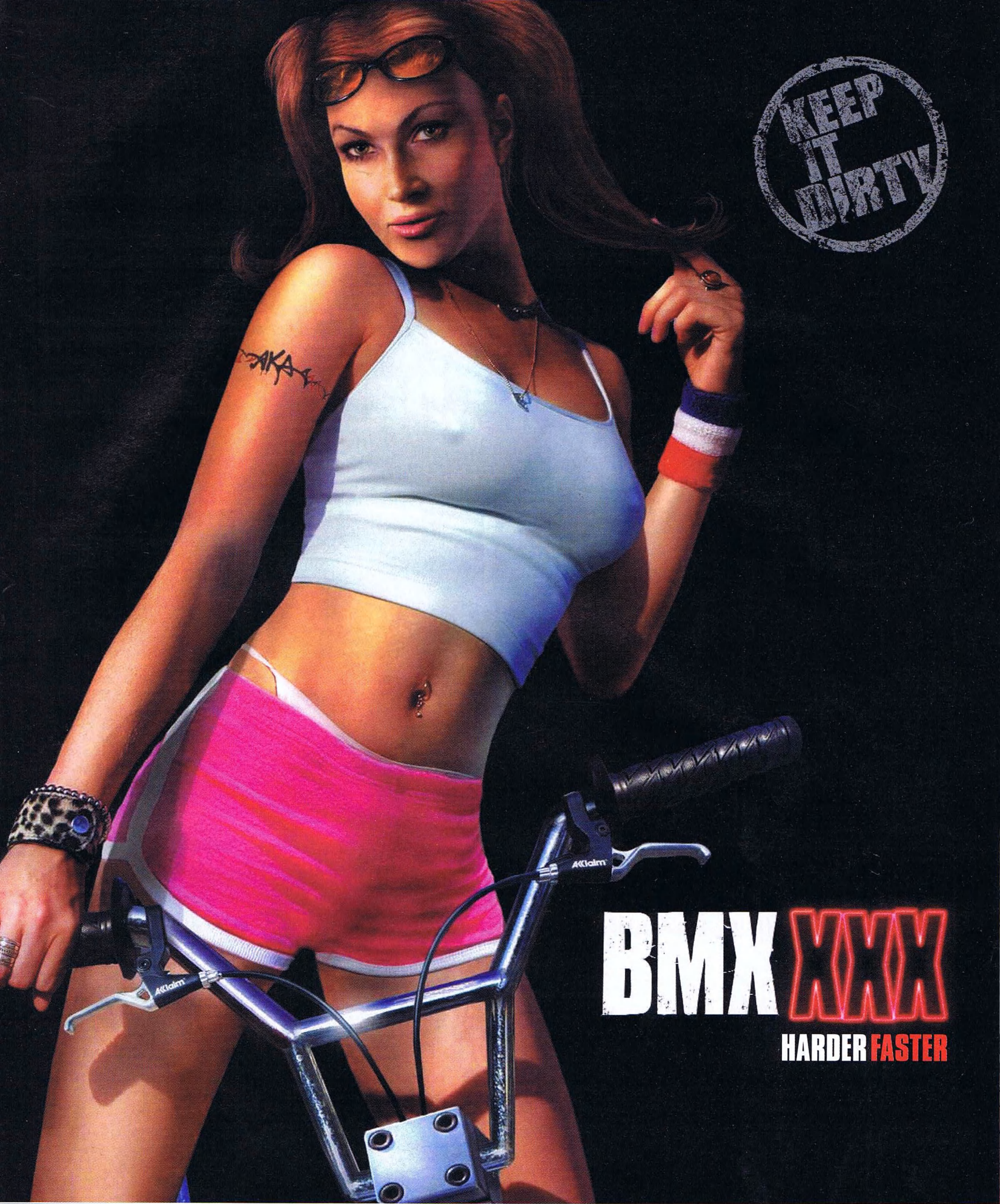
Each of the craft are easy and intuitive to control – but they're not all fun to use.

Judgement

GRAPHICS	Not too shabby. Loads going on on-screen and it all with hardly any effort.
GAMEPLAY	Fast paced piloting skills combined with relentless arcade style blasting action.
LIFESPAN	It's pretty tough going in places so it'll take a while to get through. Rubbish multi-player.

It's not all bad, and it has great moments, it's just that some levels are very dull and it never really brings you anything extra special.

Overall 73%


KEEP IT DIRTY
AKA
Acclaim
Acclaim
BMX XXX
HARDER FASTER

REVIEWER

Tom East

OUT: NOW | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** DIGITAL EXTREMES | **PUBLISHER:** INFOGRAMES | **SPECIAL FEATURES:** DOLBY 5.1, XBOX LIVE | **OTHER FORMATS:** NONE | **CALL:** 0161 827 8061 | **PLAYERS:** 1-4 (2-16 LIVE)

Mates Over

Got mates, siblings or extremely smart pets that can be taught? The rope them in for some multiplayer carnage. It might get a little clumpy on a 14" screen but all the same it's built for sharing.

▲ **Two player: Ace two-player mode. The screen's not clustered and you've got real intelligence to kill (or fight next to if you choose co-op).**

▲ **Three player: The screen's starting to get clustered with three up. Also, fights break out about who's getting the half screen.**

▲ **Four player: With four in the game, the frame rate suffers, but two on two is without doubt the greatest multiplayer experience.**

It's a-Live! We're not **talking Frankenstein**, but the Xbox's first **online shooting monster...**

Unreal Championship

Choose Your Battlefield

There's lots of different arenas to battle it out in. Outside, inside, hot and cold, all have places to hide...

▲ **Antalus is a large open arena, covered in grass and skeleton-like structures.**

▲ **Cold and harsh, Flux 2 will freeze your fingers off and see you shivering like a little girl.**

▲ **On some of the volcano levels you'll have to dodge fireballs, while you're also dodging bullets.**

One small step for man, one giant leap for gaming. At last console owners can start launching missiles at each other from opposite sides of the globe without irradiating the planet or having to mess about with crashing PCs.

A metal plated shooter wrapped up in a WWF cloak, *Unreal Championship* combines the hi-octane fragging you'd find in *Quake* yet sets it in the grizzly future where it's a popular televised sport.

This is arena combat, pure and simple. Fancy a massive single player story game? Get *Halo*. Want FMV cut-scenes showing love, betrayal and honour between extensively developed characters? Get *Genma Onimusha*. *Unreal* is about chunking your opponent with a lightning bolt then dancing in his blood and guts.

Lovely.

Softography

These guys have also made...

Unreal Tournament	94%
Unreal	84%
Age Of Wonders	N/A
Jazz Jackrabbit 2	N/A
Unreal Tournament 2003 (PC)	94%

A PACKET OF FRAGS

There are several types of game you can play - the most famous of all being the deathmatch. Jump into an arena with a load of contestants, tool up and simply kill anything that moves - it's every man for himself. The person who reaches a pre-set number of frags, or has the most frags when the time's up, wins the round.

Then there's team deathmatch - like the previous mode with a nice thick layer of solidarity spread across the top. Fighting alongside several AI bots (or real mates if you've got 'em) you'll battle a same size team of opponents. The score of the whole team is rolled into one big total, and when the required frags are in the bag, that team has won. Smart stuff.

YOU'RE FLAGGING

Fans of capturing flags are also well looked after, especially where you and your team have to try and swipe the enemy banner and bring it back to base. You get semi-control of your team-mate being able to dish out orders to defend, attack or follow.

There's a couple of nice games like the double domination where you and your team need to hold two separate

Modes Of Fun

There's real diversity between the different game modes which gives the same some lifespan. They all require completely different tactics and when mates join in the learning curve can go on forever.

▲ **Team deathmatch - Great mode where you've got to look out for all your mates and fight the enemy tactically.**

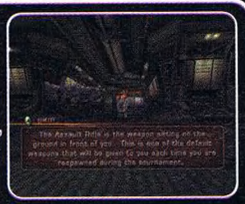
▲ **Capture the flag - Same as *Halo*, only you can actually shoot while carrying the flag so you're less vulnerable.**

▲ **Bombing run - *Speedball* meets *Quake* meets American Football in the deadly mode. Slam the ball big boy!**

Murder School!

Tutorial 1: Welcome to the school of pure violence. Here, you'll learn how to pluck a turkey a mile off with a spray of bullets.

Tutorial 2: You're given full learning on the ways of moving. If you can't dance in *Unreal*, you'll not be alive for long.



Tutorial 3: You're given the full rundown on how the weapons work, primary and secondary functions.

Tutorial 4: There's lots of pick ups in *Unreal*, so you'll be well advised on what does what. To who. And how.

Killer Pipes

Well, what good would a first-person-shooter be without weapons? It'd be well rubbish, like a dog without legs. Here's a few of the peace-makers you'll get to grip and let rip with.

▲ Handgun: Standard handgun that doubles as useful grenade launcher.

▲ Lightning Gun: This instant bolt of lightning will kill most things in one shot.

▼ Flakcannon: Fires out several shots that rebound off walls. Ouch!

▼ Green Laser: This fires plasma bolts and can project a constant nasty beam.

105 Missile Launcher: The missile launcher can be upgraded to fire multiple missiles at once – perfect for group death.

190 Minigun: The daddy of all first-person-shooters. Mean, rapid and can take down a couchload of scousers.

This is a great game, no messing about, but it's so dedicated to multiplaying that it's not essential if you're going to be fragging-for-one. *Halo* and *TimeSplitters 2* offer a bigger banquet of blasting, and the broadbandless would be well advised to get them two crackers in before this - they simply have much greater depth.

UP THE RAMS

points in the arena for 10 seconds (while the other team piles in for attack). There's also a new mode called the bombing run which mixes FPS action with an almost *Speedball*-like affair where you have to ram a ball into your enemy's goal to score.

> ...there's also a new modes called **the bombing run** which mixes **FPS action** with an almost ***Speedball*** **-like** affair...

LIVE & DANGEROUS

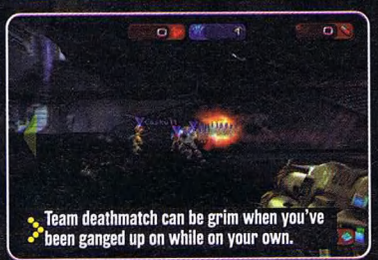
However, if you do plan to go Live, get this into your 'box like your life depends on it. Quite simply, the thought of mowing down real people on the other side of the planet makes our mouths water in the same kind of way they do when we're walking past the local tandoori the day before payday. Go Live - then kill them all!

Factpack

The stuff you need to know...

Arenas	30
Characters	25
Games Modes	15
Allien Races	6

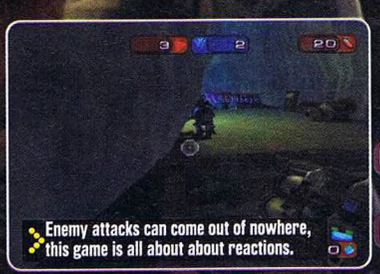
Some of the explosions can be very impressive – less so if you die in them.



Team deathmatch can be grim when you've been ganged up on while on your own.

The Best Bit

Shredding the enemy with the minigun when he's tried to nick your flag.



Enemy attacks can come out of nowhere, this game is all about about reactions.

You've got to keep a check for dips, you can fall into anything from lava to bottomless pits.

Judgement

GRAPHICS Very highly detailed and gorgeous looking arenas, but framerate suffers when frantic.

GAMEPLAY Fast and furious with lots of ace weapons to get to grips with and maps to suss out.

LIFESPAN The lack of a storymode reduces its life, but its multiplayer will stretch its lifespan.

A great addition to anyone's Xbox collection, but for solo kicks it trails behind *Halo* and *TS2*. If you're going Live get this in.

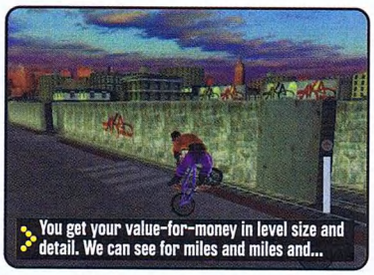
Overall

88%

OUT: NOW | **FORMAT:** XBOX | **PRICE:** £40 | **DEVELOPER:** Z AXIS | **PUBLISHER:** ACCLAIM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GBA, PS2, PS, GC | **CALL:** 020 7344 5000 | **PLAYERS:** 1-2

Finally the extreme sports genre gets an injection of what it's been lacking for ages - soft porn and bad language! Great!

BMX XXX



You get your value-for-money in level size and detail. We can see for miles and miles and...

It's Tricky

▲ Wouldn't be an Xtreme Sports game without a few tricks, would it? And there's millions of them, just as you'd expect.

Bad Mother****er

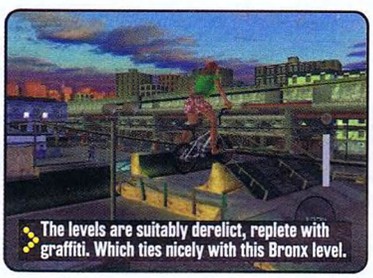
It seems that the '*XXX*' element is sleazy, seedy grubbiness. Example? Prostitutes that tout for business and need delivering to their pimps.

Look at the form on that. Well worth forty of your finest notes. For the game, that is. Sex sells it would appear.

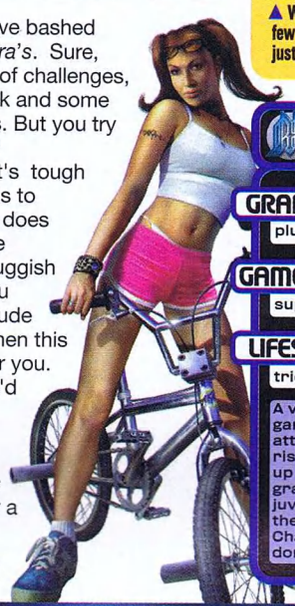
This geezer needs to wash his mouth out with soap. Profane isn't the word. Every time you pass him, he starts gobbing off.

Since *GTA3* became a multi-million seller, many other companies believe the way to success is adding 'adult' content. The result is games like *BMX XXX* which is little more than *Dave Mirra* with a load of tits and arse. Whoopee doo!

Exploitative 'qualities' aside, is it worth playing? Maybe. And that's if you're bored with all three *Tony Hawk's*, can't be arsed with the fourth, and have bashed both *Dave Mirra's*. Sure, there's plenty of challenges, loads to unlock and some massive levels. But you try landing a trick successfully. It's tough and often leads to frustration. As does the erratic bike motion and sluggish handling. If you really need a rude bike 'em up, then this is the game for you. Otherwise, we'd suggest the more wholesome *Mat Hoffman's 2* - or trade for a board and get *Tony 4*.



The levels are suitably derelict, replete with graffiti. Which ties nicely with this Bronx level.



Judgement

GRAPHICS Yes, yes, very nice - they won't save the game plummetting like a stone, though.

GAMEPLAY *D-a-v-e M-i-r-r-a*. Got it? Nothing (aside from the superficial filth) to set it apart.

LIFESPAN Months and months. There's always more tricks to find, more combos to invent.

A very ugly game that attempts to be risqué but ends up being gratuitous and juvenile. Leave the soft porn to Channel 5 and don't buy this.

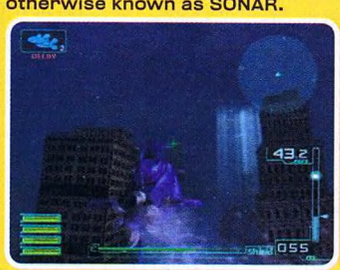
Overall 54%

REVIEWER: Neil Randall

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** METRO 3D | **PUBLISHER:** IREM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01908 550 298 | **PLAYERS:** 1

Sonar, So Good

Drop down deeper than a few tens of metres and things get very dark, very fast. In fact, it's nigh-on impossible to see - you may as well sail around with your eyes shut. What you need is a big light or some kind of device for seeking out and identifying everything in the vicinity. Enter the Sound Navigation and Ranging system - otherwise known as SONAR.



▲ It's darker than Bourneville's finest down here. This place could be swarming with enemy subs.

▲ Aha! Now we can see what's what. Those yellow wireframes are foes - best torp 'em pronto.

Prepare to dive into the briny deep in Irem's aquatic hunter-killer adventure...

Sub Rebellion

▲ Blasting anything generally results in an explosion. Which is wrong. It should be an implosion. D'oh! Don't they know anything about undersea physics?

There's never been a lot of console submarine games - Mega Drive's *688 Attack Sub* and Saturn's *Kaitei Daisensou* are about the only two. And, funnily enough, it's the latter that Irem has updated for PS2.

It's pretty simple stuff. Take charge of your u-boat via heading, ballast, machine guns and torpedoes. The missions are varied and there's even a shop for buying upgrades for your vessel. Naturally, it's all a bit blue underwater, so the sonar lets you highlight enemies, powerups, etc, and whether blasting mines or surfacing to take out helicopters, there's never a dull moment.

Of course, if you're a PC bod, you'll probably loathe *Sub Rebellion* for it's comparative shallowness (no pun intended!) but the truth is, it offers a decent mix of strategy and arcade blasting to keep most PS2 owners as happy as Larry.

With a nice watery sluggishness and some wibbly submersive graphics, it's all a bit of aquatic fun that's more *Crimson Tide* than *Das Boot* in the depth stakes.

You can press the ◎ button to surface, although you won't necessarily be safe.

Each level sees a guardian that needs wasting and they're often big. Give it a taste of yer guns.

Judgement

GRAPHICS All that you'd expect for an undersea outing. Blue, wobbly and cut with shafts of light.

GAMEPLAY Arcadey, but with a slice of simple strategy that'll keep you occupied while sinking the hun.

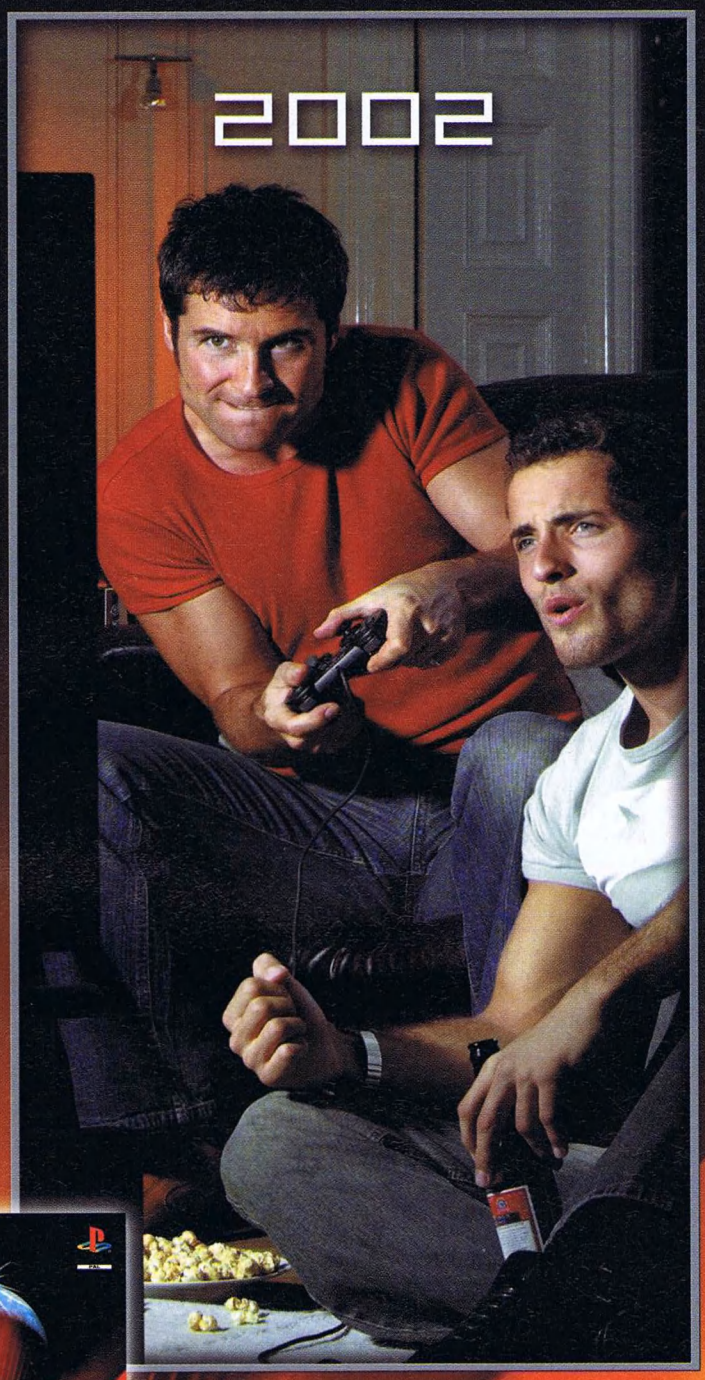
LIFESPAN Not the longest game in the world, but then it's a very singular experience.

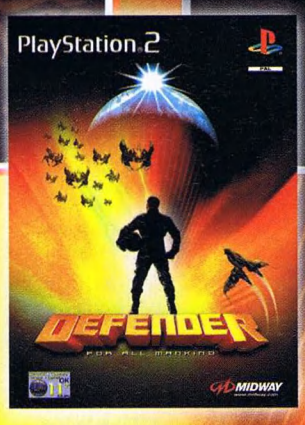
Less relentless than the original, but just about the only submarine title available. A surprisingly enjoyable number.

Overall 64%

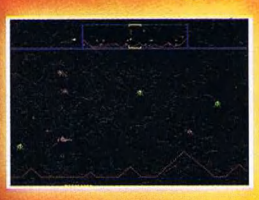
REVIEWER: Neil Randall

SOME THINGS NEVER CHANGE...





ACTUAL 1982 SCREENS



ACTUAL 2002 SCREENS

Save the human race from the onslaught of an alien invasion. Now the timeless action videogame returns and in full 3D, with non-stop space combat, strategic gameplay, special weapons and a ship designed to be an alien's worst nightmare. You are the last line of defence. You are the Defender™.

...DEFENDER HAS!

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PlayStation.2

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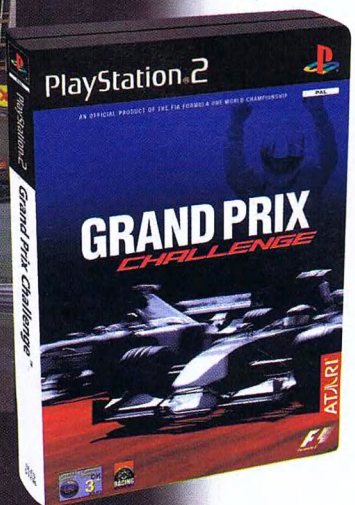
90% OF ALL ACCIDENTS ARE CAUSED BY A LACK OF ATTENTION

Keep your eyes on the road. Drive first, celebrate later. At the wheel you must forget about wealth, fame and grid girls. Grand Prix Challenge calls upon your driving skills right from the very first metre. It's not about playing around in the pits but dominating on the track.



RACING MELBOURNE HOUSE

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ATARI

Formula 1

REVIEWER

Dave Harrison

OUT: DECEMBER

FORMAT: XBOX
PRICE: £45
DEVELOPER: DAY 1
PUBLISHER: MICROSOFT
SPECIAL FEATURES: XBOX LIVE OPTIONS
OTHER FORMATS: NONE
CALL: 0870 601 0100
PLAYERS: 4

Robotodah!

Each Mech has three different types of weapon. A standard rapid fire canon, a heavy artillery slow loading type and guided missiles.

The powerful shots are great for taking out mounted guns but they take ages to power up. It's all about timing.

The guided missiles are handy for the tanks but too often go astray when you're battling against other mechs.

By clicking down on the left analogue stick, you get a small thrust which enables you to get some height on opponents.

▲ You can pick temporary upgrades to your standard weapons by sifting through the debris of the bases.

The game that takes **big robot mashing** to a new sophisticated level – it's the new **Posh and Mechs...**

MechAssault

Like giant robot games? Then get yourself an Xbox as there's something about the chunky console that suits the games perfectly - not only does *Steel Battalion* look top but there's now *MechAssault*!

The most convenient way to describe *MechAssault* is '*Halo* in a non-FPS robot' as while it may lack a little of *Halo*'s quality, it has same controls, similar environments and the same appetite for action. Also, like *Halo* you're the high-tech last hope for the good guys, piloting the last working mech and clearing a path for the rest of your troops, which entails bouncing round, unleashing laser-gun fury on anything that crosses your path. Initially that happens to be just infantry, which can be squelched under foot, and spirted tank attack.

ARCADIAN JOY

Where the action gets really fiesty is when you face another mech. Suddenly you're no longer the bully and the face-off action is intense enough to challenge any gamer's Deathmatch skills.

The beauty with *Mech Assault* is that it's taken an arcadey approach to the usually uptight giant robot genre. While it lacks the tekkie depth of *Armored Core*, it's infinitely easier to control and damn sight more fun. The key to this is that chucking around your mech is so easy, with the only drawback being you have press down the left analogue stick to initiate the thrust which makes flying a ten ton Mech as difficult as it should be.

HALO DOLLY

Despite all this slick execution what makes this game stand out from the mech crowd are the multiplayer modes. The usual Deathmatch varieties are available and offers the best group fun since *Halo* – which is just as well as it's going to be one of the Xbox Live games. If it's as good on-line as it is split screen this is definitely a sound investment for Xbox owners.

▲ These guys are heavily armoured blokes on jet packs. They're absolute murder to hit consistently.

Fred Dibnah

No building is safe when your mech is in town. Standing on soldiers is great but there's loads of buildings to clatter through.

▲ After you've destroyed everything that is a threat, then it's time to start on the buildings.

▲ As you'd expect from an Xbox game, the lighting effects and pyrotechnics are fantastic.

The standard weapon has infinite ammo so is best used for clearing up buildings.

The Best Bit

The first time you face up with an enemy Mech. Suddenly what was a destructive walk in the park gets a lot trickier.

Judgement

GRAPHICS A little gloomy at times but there's great combat effects and impressive environments.

GAMEPLAY Daft and messy in a neat kinda way. Fun on the one-player, gripping on multiplayer.

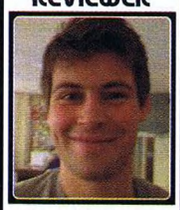
LIFESPAN Depends whether the Xbox Live features are any good. If yes, this could be limitless.

Far more acessible than many other mech games and another solid if not exceptional Xbox exclusive title.

Overall

81%

REVIEWER



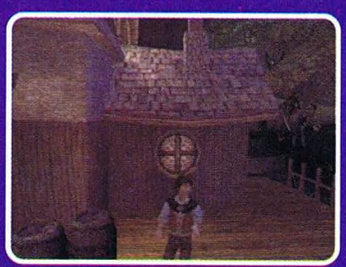
Dave Harisson

OUT: NOW

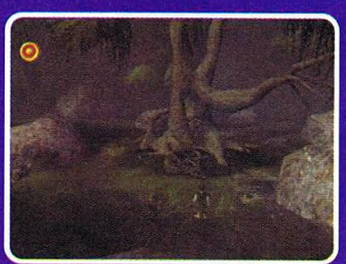
FORMAT: PS2
PRICE: £40
DEVELOPER: SURREAL SOFTWARE
PUBLISHER: VIVENDI
SPECIAL FEATURES: NONE
OTHER FORMATS: XBOX, GBA
CALL: 0118 920 9100
PLAYERS: 1

Drivel

There's a lot you could label as 'fun' in this game, but there's a ton of stuff that's unmistakably crap. Worst all of is the lame Irish pipe music that accompanies you everywhere. It's like being stalked by Clannad and makes you want to cut your own ears off, but that's just the start of a presentation that's so *Blue Peter*.



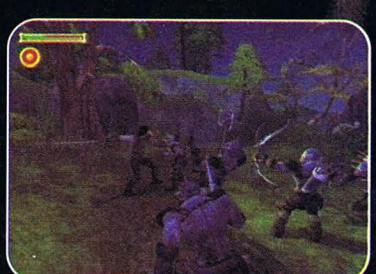
▲ Here's the bit where you must escape the Dark Riders by chucking stones to distract them, trouble is you're not too sure where you should be going.



▲ There's several boss battles that spring out at you which are incredibly frustrating if you don't immediately grasp what's required of you.

Tom was here before the river and the trees. Tom remembers the first raindrop, the first Big People, and the first Little People.

▲ You meet many characters from the book in cut scenes which are very wordy, very bland and use some of the lamest voice acting ever heard.



▲ The plus point about hanging out with a load of hobbits is that you can lead them into trouble then let them do all the fighting. Cowardly but effective!

Tolkien's text **gets its own game** but is it **completely wizard** or just a **load of old shire?**

Lord Of The Rings
The Fellowship of the Ring

We reviewed EA's scrolling beat-'em-up take of *Lord of the Rings* last month, so here's Vivendi's effort that uses the book rather than the movies as its inspiration. The problem is turning books to videogames isn't an obvious leap and while Tolkien's work may be rich source it has a lot of worthy extra bumph that don't make for a great videogame.

ROCK AND TROLL

Where EA's *Two Towers* was dumb and messy, this game attempts to be grown-up and true to the text, but instead ends up as an earnest, dry, humourless treatment. For instance your first mission as Frodo is to sell your house!!! How's that for a dynamite opening?! Then later you have to collect flowers and what seems like every five minutes your hobbit pals get lost and you have to find them. It's all as enjoyable as eating a packet of sand. When you finally get to play as Aragorn, guess what your first mission is... finding a lost hobbit! Finally, when the Fellowship is formed the action does pep up it ends up being quite similar to the EA game as you take a character and chop your way through a selection of trolls. And you're happy and you feel there's more weight to the game – but the only reason it feels more substantial than EA's effort is that you've suffered so much, that any little glimpse of fun is going to seem like a party. But why Surreal Software decided to make the playing the game such hard work is anyone's guess.

Softography

These guys have also made...

Drakan: Order of the Flame 76%
Drakan: The Ancients' Gate 77%

Fun Boy Three

Meet the gang 'cos the boys are here, specifically a hobbit, a wizard and a man. Each with their own ways of doing things.

Aragorn is Action Jackson and his levels are a lot like the action from the EA version – but not as accomplished or slick.

The Gandalf parts are well worked out as you have to juggle his magic powers to keep his health up and cast spells.

And finally, Frodo who comes across as a lame try-hard with a camp voice but with deep pockets full of rocks.

First there's spiders and wolves, then eventually you get to the orcs and trolls.

The Best Bit

Getting to play as Gandalf, something that you can't do in the EA game.

Judgement

GRAPHICS Pretty good. There's some ropey animation but the environments are huge and convincing.

GAMEPLAY If you can bare the painfully dull opening levels it picks up a bit when the battles kick in.

LIFESPAN Once you get a bit of momentum you'll slip through the levels all too swiftly.

Some good work smothered under pansy like production and a bundle of terrible gameplay choices.

Overall

60%

REVIEWER

Jim McCauley

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: TRAVELLER'S TALES | PUBLISHER: MIDWAY | SPECIAL FEATURES: NONE | OTHER FORMATS: XBOX | CALL: 0207 938 4488 | PLAYERS: 1

All-New!

Yeah, right. *Haven* has the gaming equivalent of attention deficit disorder – it's unable to stick to a single genre for more than a few measly minutes. But occasionally it throws up something entertaining and perhaps even novel. And then it returns to being a rubbish old collect-em-up.

▲ Your first challenge – the 'you can't see where you're going' getaway. Escape the approaching rockfall by running *out* of the screen.

▲ The 'how long until you smash your D-pad into tiny pieces' lava challenge. Leap across platforms. Fall in the lava. Die. Repeatedly.

▲ The 'you still can't see where you're going' getaway. Escape the approaching lava and bump into things. Useful skills for life and play.

▲ A load of floating platforms. Can you guess what you have to do here? It's a rare obvious bit.

Sorry, but **since when** did a **half-baked assortment** of **linked mini-games** count as **a whole new genre?**

Haven: Call Of The King

Holy Christ. If there's one thing guaranteed to get a reviewer's hackles up, it's the claim that some new game represents an all-new videogame genre. An extremely old-skool industry chap once claimed that there were only two genres - chess and ping-pong - and if you give it a bit of thought you can see the sense of that.

WHO THE WHAT THE?

It's thinking games and reacting games, innit? An all-new genre, though? It'd be nice if someone invented one, but *Haven* ain't it. By 'all-new' I think they mean that this is a lumbering mess of a game that keeps you confused by moving the gameplay goalposts every few minutes. One moment you're running around collecting things, the next you're stuck in sub-standard platform territory. Then you're catapulted into an extremely rubbish 'press the right buttons at the right time' workout, followed by an unengaging rail shooter and then a bit where you fly around on a jet pack putting out fires - which naturally leads on to the speedboat racing bit, and...

Softography

These guys have also made...

Muppet Race Mania	58%
Sonic 3D	65%
Toy Story 2	72%
Rascal	42%
A Bug's Life	53%
Crash Bandicoot X/S	83%

HAVEN-T A CLUE

Get the idea? *Haven*'s a kind of experiment in scratch videogaming where it refuses to settle on a single style for any length of time at all. The one style that does stick around is the running around and collecting stuff bit, but that's knackered by absolutely awful signposting. Often the only way to work out what you're supposed to be doing is to pause the game and look at a list of objectives, which is never an ideal thing. Looks nice, though, just the thing if you're not sure what kind of game you like.

Fire Strike

Why is it that NPCs are so bloody useless, eh? In this bit you get to a village that's all on fire, and the locals run round like headless chickens.

First you have to collect five magic feathers so that your bird robot brings you a handy jet pack extinguisher. Obviously.

Then it's up, up and away to fight the flames. When the enormous aiming thing goes red, fire off a squirt of H^2O.

The control for this bit is terrible, by the way. And your jet pack fuel tends to run out just before you put out the last fire. Tsk.

The monorail shooty bit's quite entertaining. But we'd rather play a proper shoot-em-up, really.

The Best Bit

Jumping into a speedboat to smash tower things and collect cogs. It's fun. It lasts about 30 seconds.

Judgement

GRAPHICS All very attractive and well animated, but the camera gets you into too many scrapes.

GAMEPLAY Positively schizophrenic. It's a platformer! It's a shooter! It's a racer! It's a pain!

LIFESPAN *Haven*'s large, but it'll only last for as long as your patience holds out....

Are we being harsh over *Haven*'s 'new genre' claim? Well, yeah. But it's also because it's a messy blend of mediocre styles.

Overall 67%

REVIEWER

Jim McCauley

OUT: NOW	**FORMAT:** PS2	**DEVELOPER:** EVOLUTION	**SPECIAL FEATURES:** NO	**CALL:** 0207 859 5000	
	PRICE: £40	**PUBLISHER:** SONY	**OTHER FORMATS:** NONE	**PLAYERS:** 1-2	

Imprezive

The Subaru Impreza. Possibly the ugliest performance car ever created, with its bling-bling gold alloys, its spoiler like a picnic table nailed to the boot and its all round unabashed blueness. Shame that it goes like a bat out of hell, really - you'll just have to grit your teeth and take it for a spin. Fun can be pain.

▲ Yep, we *know* it's an eyesore, but look at thr tread on those tyres and you just *know* it's going to shift when you put your foot down.

▲ Obviously it's more suited to pulling donuts round a cinema car park in Slough, but the Impreza does well on the rally circuit as well.

▲ We wouldn't be using this view normally by the way. The bonnet view's much better for not crashing, but we thought you'd like to see the car.

▲ Plenty of detail on the tracks, and you can even crash through the barriers. By mistake, obviously.

Ooh. **A rally game**...At other times of the year we **might** have said, "Ooh! **A *rally* game!**"

World Rally Championship 2 Extreme

Don't publishers ever look at each others' release schedules or anything? *WRC 2 Extreme* comes tearing in mere weeks after *Colin McRae 3* set a new rallying benchmark, and while it's very good, it just doesn't compete with *Colin*. Had Sony rushed it out a few weeks early it might well have done the business.

A GAME IS FOR LIFE...

Had they hung around a bit and saved it until after Crimbo then enough people might have played *Colin* to death to want a different rally experience. But right now no-one's going to want it. Which is a bit of a shame because as I've mentioned, *WRC 2 Extreme* is very good. I can't say that I can see anything all that extreme about it though - the closest it gets to extremity is having a couple of Chemical Brothers tracks on it.

...NOT JUST XMAS

There's nothing particularly extreme about the driving either. Handling-wise it's a shade more forgiving - or should that be 'less realistic' - than *Colin*, until you either clip a wall and come to an abrupt stop or bounce briefly into a ditch and send your car into a tumbling cartwheel frenzy. The damage and physics model is supposed to be top-notch, but I've never seen cars roll like this, or drive away without so much as a dent afterwards.

Still, at times it can be a thrilling drive, with varied scenery stretching away into the distance and plenty of opportunitues for some serious spinnage. Plenty of cars, a good few game options and, for petrolheads, plenty of in-depth car tweakery.

None of the technical stuff comes close to *McRae*, though, and if you prefer high-speed rally fun, you'd be better off with *Rally Fusion*. Don't gripe if you get it for Xmas though.

Softography

These guys have also made...

Legend Of Dragoon	82%
Wipeout 3	92%
Syphon Filter 3	89%
Formula 1 '97	90%
Rollcage	81%
World Rally Championship	82%

The Best Bit

Watching your car spin like a hurled Matchbox toy, then drive off without a scratch. Nice.

Snow Biz

Rallying's easy - until you get off road and go haring round Sweden. All roads, by law, have to be coated in at least an inch of permafrost.

It's not that tough once you get used to it, actually. Our appalling performance is because we've slowed down to take shots.

Things get tougher on the second Swedish stage. It's held at night, so you can't quite see where you're going to crash messily.

It's at times like this that you really don't want to switch to the oh-so-clever-but-but-fairly-useless in-car view.

Make the most of this. Nice straight bits are few and far between, so enjoy the quietness.

Judgement

GRAPHICS Detailed, with sturdy cars, and gorgeous levels but lacking in the weather effects.

GAMEPLAY Less techy than *Colin*, less fun than *Fusion*. But pretty darn good despite all that.

LIFESPAN Loads of cars and tracks to keep you going, plus custom rallies and multiplayer.

If this were the only rally game available right now we'd be shouting 'Buy it!" But it comes in a close third behind *Colin* and *Fusion*.

Overall

85%

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EPIC

18

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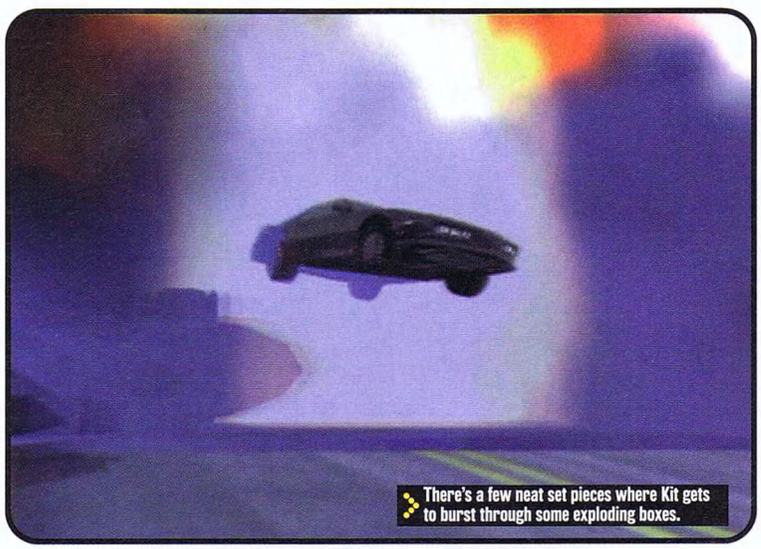
OUT: NOW | FORMAT: PS2 | PRICE: £30 | DEVELOPER: DAVILEX | PUBLISHER: KOCH MEDIA

Knight Rider

Finally we get to **drive the car** that Herbie **wishes he was...**



There's a few neat set pieces where Kit gets to burst through some exploding boxes.

As soon as the 'diddle-diddle' of the theme music starts you get an instant thrill. This is *Knight Rider*! Finally you're going to get to drive KITT, the slightly camp, black Pontiac that was the epitomy of high performance cool!

Then after the opening FMV finishes and the game starts you get an instant low! This is crap! We all know *Knight Rider* was slightly naff but it was about a talking car that could jump over walls. And if that isn't good enough material to make a great game then we don't know what is.

Knight Rider the game is just a very poor rip off of *Spy Hunter* with an endless stream of road-based missions that involve navigating a tricky-to-handle black car through some desert, stopping to scan something and then driving somewhere else. The fact they've managed to capture some of the *Rider* vibe with the voices and plot is completely redundant as this is just dire.

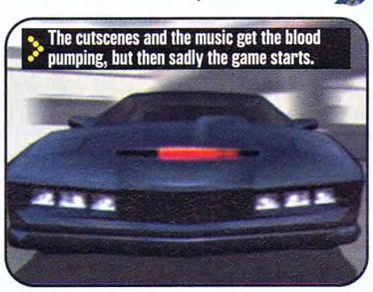
Remedial Scan

Here's the basic *Knight Rider* mission broken down, mind-numbing step by mind-numbing step - and you can't escape the scanning.

First up you must drive to somewhere in the desert by following a little arrow at the top of the screen. Having fun yet?

The when you get there you have to scan it for clues. This involves holding down the scan button! Oh yeah!

Then you maybe have to go and scan some other stuff which requires you to hop about in your super car. Kill me.



The cutscenes and the music get the blood pumping, but then sadly the game starts.

Judgement

GRAPHICS Poor draw distance and prickly egdes. Looks like PSone game with a couple of fancy bits.

GAMEPLAY There's only so much you can do with a car but this is predictable and brain sappingly dull.

LIFESPAN There's a fair few missions but it's not a game you'll want to settle down with.

A lame and lightweight tribute to the series that gave us the world's first gay car. And David Hasselhoff.

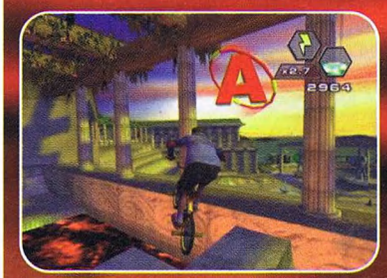
Overall 46%

REVIEWER: Dave Harrison

OUT: NOW | FORMAT: XBOX | PRICE: £40 | DEVELOPER: BLUE SHIFT | PUBLISHER: THQ

Toxic Grind

If this game **was a bandit** it would be more **arse** than **BMX...**



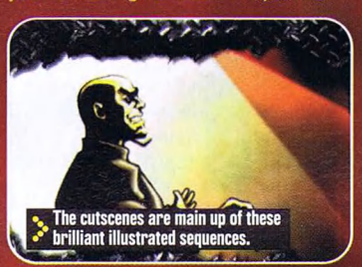
There is some intruging level design but the feel of the game is so heavy that it's horrible to play.

What doesn't help is the swollen Xbox pad which isn't really suited to slick, combo heavy game.

Just as *BMX XXX* tried to spice up the extreme sports genre by using soft porn, *Toxic Grind* has got added 'plot' to give it an extra edge. So you take the role of Jason Hayes who's zapped forward to 2097 to take part in deadly BMX gameshow that's pretty much *Running Man* on a bike – Riding Man if you will.

But for all its pretensions to be a new take on the genre, it ends up being just like all the rest - compete in some contests, complete a few tasks and move on. Where it does set itself apart is in being the pudgiest, stodgiest-moving game imaginable - it feels like you're riding through Swarfega. Then there are the booby traps which smack you off your bike, so most of your time you're waiting for Jason to pull his finger out his rear behind place and get back in the saddle.

In the end it's the plot that turns out to be the best bit, but why would an extreme sport game need one? You don't sit there thinking it would be so much better if we knew just why *Tony Hawk* was skateboarding or just what is *Dave Mirra*'s motivation – it's just not necessary. The result is a game that should be avoided and is pish poor and really hokey.



The cutscenes are main up of these brilliant illustrated sequences.

Judgement

GRAPHICS Presentable in chunky, child friendly way. Great illustrated cutscenes though.

GAMEPLAY So frustrating that you want to drive the podgy Xbox controller through the screen.

LIFESPAN There's several different modes, but every second not playing this game is a happy one.

Under the swish presentation is one ugly infuriating, soggy BMX game that just sucks. Extremely.

Overall 48%

Look closely at the word that's spelt on the right of the screen. That is what this game is a pile of...

REVIEWER: Dave Harrison

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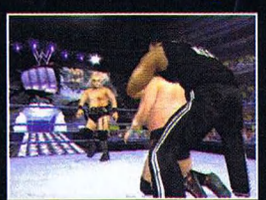

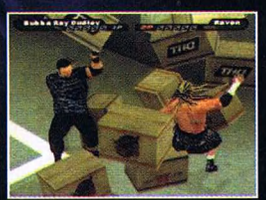

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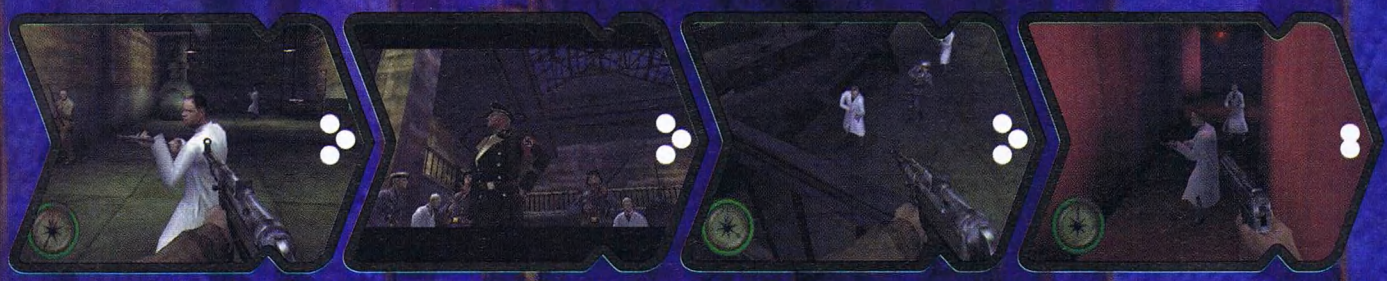
REVIEWER

Jim McCauley



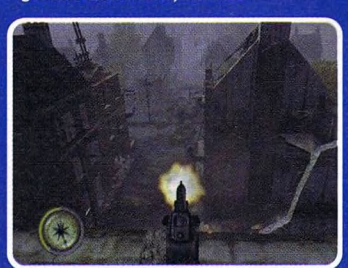
OUT: NOW | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** DREAMWORKS | **PUBLISHER:** EA | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2, GC | **CALL:** 01932 450 000 | **PLAYERS:** 1-4

Stealthy?

After D-Day, your next mission's to smuggle yourself aboard a submarine. So obviously the right way to go about this would be to sneak down to the port without being seen, learn German, bash a sailor over the head, nick his uniform and then stroll aboard, right? Or something equally cunning? Wrong.

▲ Wander into a pitched battle and letyourself to get monumentally sidetracked. First up you'll need to man this gun and provide some support.

▲ The way ahead's blocked by a tank. So the sensible thing to do would be to lob a pile of grenades underneath it, wouldn't it?



▲ Nope. You have to run past it, climb up a church tower and blast it with another fixed gun. And *then* sneak onto the sub. In a crate.

▲ Hurrah for multiplayer. One fat German officer's about to bite the dust. And watch that dust go fly!

Hell and damnation! Won't this accursed war ***ever*** be over? Not on **games planet** it won't...

Medal Of Honor Frontline

So here we go, back to the war again. Hanging out the washing on the Siegfried Line and keeping an eye out for bluebirds over the white cliffs of Dover. Neither of which is remotely likely, seeing as the Siegfried Line wasn't an actual washing line, and the bluebird generally hangs out in North America.

NORMANDY WISDOM

If you want to know what this is like, refer back to our review of the PS2 version in June. Because the Xbox version of *Frontline* is pretty much identical. From the moment you materialise in that landing craft, motoring towards the Normandy shore, you're on familiar territory - albeit ever so slightly better looking. Familiar? The same, actually. The first level's still misleadingly tough, so much so that the rest of the game is a breeze by comparison.

We'd hoped for a bit more from the Xbox make-over, frankly. That bit at the beginning of the Normandy level, for instance, when the launches are coming in through the water. The sea looks rubbish! We expected launches scything through the tide, but still we get them sliding over what looks like bumpy, water-coloured lino.

FLOTILLA THE HUN

Still, the Xbox version at least gets what was AWOL from the PS2 game - a bit of multiplayer action - so that instead of battling the Hun you can get all World War 2 on your mates. Which allows *Frontline* to sneak in as an essential even if you've already played the PS2 version to death.

Even though it looks nowhere near as good as the Xbox's graphic benchmark *Halo*, *Frontline* can easily teach it a thing or two about recreating the terrifying atmosphere of battle. Shame about the looks, but at least the Xbox is now host to three decent first-person shooters.

Softography

These guys have also made...

Medal Of Honor	82%
Medal Of Honor: Underground	86%
Medal Of Honor: Frontline (PS2)	89%
Clive Barker's Undying	71%
Lost World: Jurassic Park	52%
Medal Of Honor: Fighter Command	N/A

Das Boot

Trapped, like sailors on a sub. Exactly like sailors on a sub, in fact. But the sailors are all German, and they're in your way...

Considering the danger of holing the hull or getting hit by a ricochet, everyone's a little trigger-happy. It'll end in tears.

You'd think the kitchen hands are a bit too keen to fire, too, but you'd be wrong. This isn't a kitchen, it's a galley. See?

Bananas? Don't they realise there's a war on? You couldn't get bananas for love nor money back then. Did the Germans have 'em?

The Best Bit

Sorry, but it's still the D-Day section. If this is what war's really like, I'll be a shameless peace lover.

Judgement

GRAPHICS An improvement on the PS2 version, but not really making the most of the Xbox.

GAMEPLAY That first mission still disappoints a tad, but the *MOH* action is as strong as ever.

LIFESPAN The 19 missions won't take all that long to complete, but they're fun to replay.

It's a shame that EA haven't made more of it, but beneath the duff visuals still lurks an exciting and just-realistic-enough WW2 romp.

Overall 89%

Come on, put your foot down.
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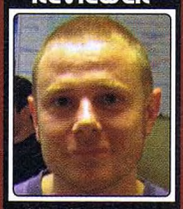
REVIEWER



Jonnie Bryant

OUT: NOW

FORMAT:	GBA	DEVELOPER:	UBI SOFT MILAN	SPECIAL FEATURES:	NONE
PRICE:	£30	PUBLISHER:	UBI SOFT	OTHER FORMATS:	NONE
				CALL:	01932 838 230
				PLAYERS:	1

Animal Crossing

Lara's always liked stuffing the odd endangered species, but the enemies found in *Prophecy* really don't deserve the taxidermist bill. Get the Paxo out...

▲ Wolves. Hundreds of them. The only challenge they present is when they turn up in packs.

▲ You're a long way in before you unearth the interesting enemies along with even more interesting ways of killing them.

▲ The odd boss battle improves the blend, but they're scarce and there's never any real cunning.

Softography

These guys have also made...

Rogue Spear GBA	85%
Scooter Racing	30%
Grandia 2	81%
Rayman Advance	86%
Conflict Zone	76%
Jet Ion GP	18%

▲ Sweden, Cambodia... As ever Ms Croft likes to jet about in her search for ancient relics to rob.

As far as **Croft conversions** go, this one's compact but it's ended up **light on interior design...**

Tomb Raider The Prophecy

Well, she's definitely lost some of her sex appeal during the scale down operation – is there anyone who could get even vaguely excited about a three pixel wide cleavage? No, don't answer that!

The positive twist is there's actually enough goodness on the go in this GBA version that you hardly miss the jubbly delights of Ms Croft's love bumps.

LARA'S TOP DOWN

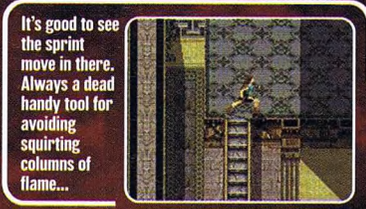
Gone are the side scrolling screens of *Curse of the Sword*, and in their place a 2D 'top down' environment complete with dynamic lighting... of sorts. Nudge Lara into a shadowed area and the colours of her model dull accordingly. All smart stuff, but on a screen that's already about as anti-glare as Ross Kemps's head, the result can leave you relying on luck rather than judgement when it comes to chucking yourself about. Not that her full range of acrobatics have been forgotten. She can cling, long jump, back flip with her pistols drawn and even do that handy sprint we first saw in *TR2*.

SHOVE HA'PENNIES

Levels are divided into repetitive combat with a poor range of enemies followed by puzzles dominated by switch activated doors – criminally you won't find a single block to shove anywhere in this game. Not only that but the save system centres around the old GBC password-per-level horrorshow. Get sent back to the start after dying halfway through one of the more challenging levels and you'll find yourself fighting the urge to bite the buttons off your console.

Action Pan

The coders do vary the animations but the game's still crying out for a squat and crawl, a swan dive roll, a spot of love sent out to the fans...



It's good to see the sprint move in there. Always a dead handy tool for avoiding squirting columns of flame...

... And there are some moments where the traditional last second clings do make you catch your breath.

The Best Bit

Completing a level without dying and having to return to this screen. Which is a rarity.

Judgement

GRAPHICS They do the job, but bland backgrounds make it difficult to see ledges at times.

GAMEPLAY A good spread of animations, but enemy types are unvaried and dull.

LIFESPAN Enough Moss Side tough levels to stretch the overall play time. Zero replay value.

A decent enough action adventure tainted by a lack of love for everything that originally made *Tomb Raider* great.

Overall 70%

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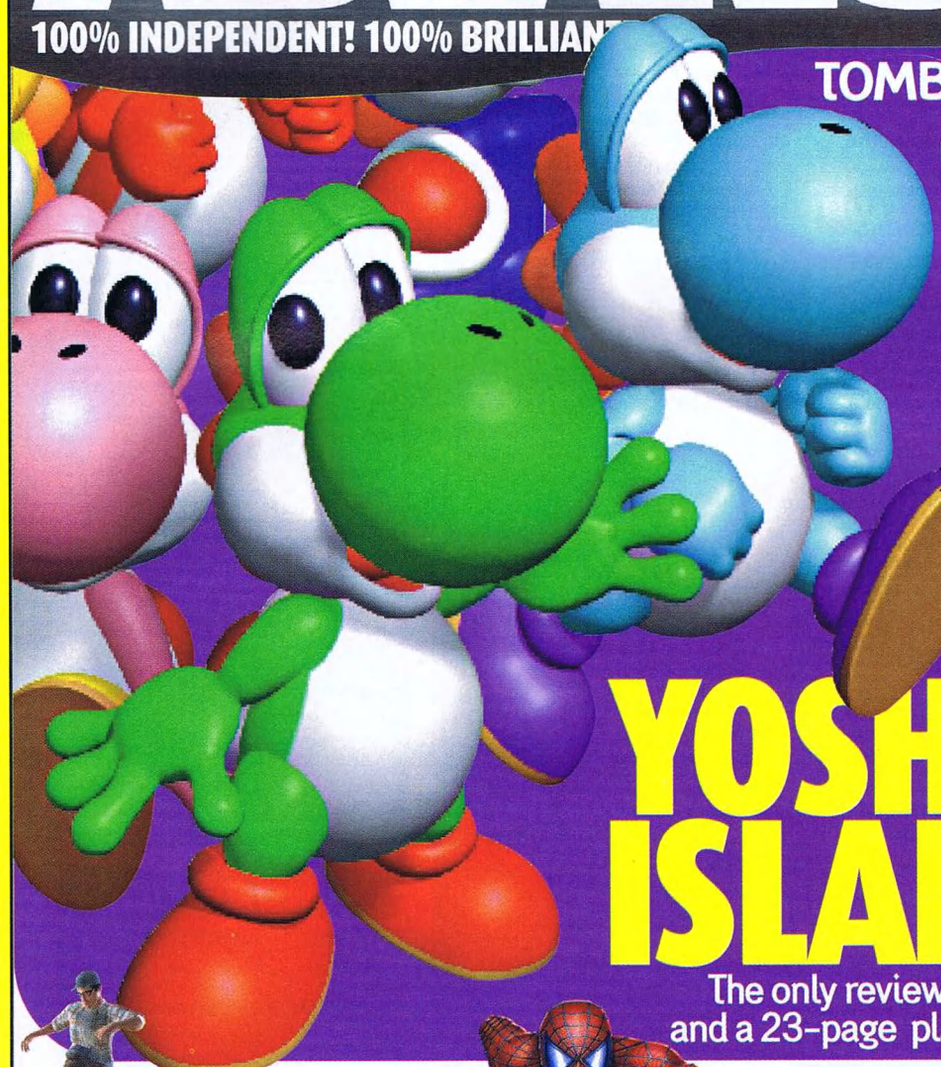

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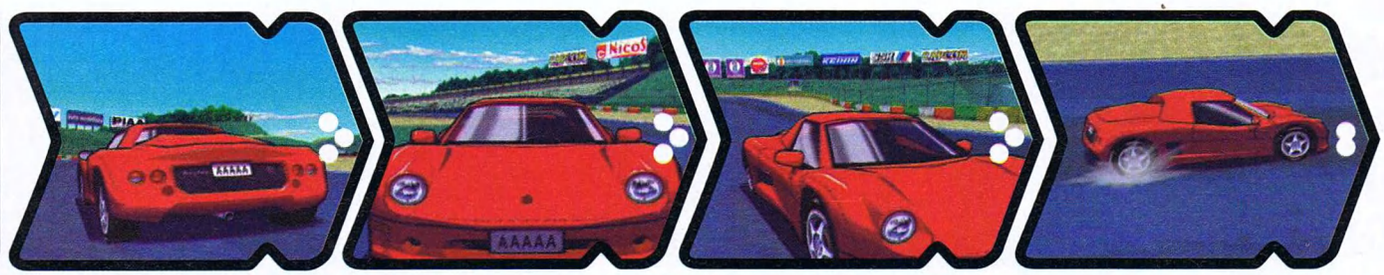
REVIEWER

Alex Cooke



OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 01895 456 700 | **PLAYERS:** 1-4

Real Cel Shady

After being so obsessed with flat fighters in the *Streetfighter* series it is obvious why Capcom have created their 'Artistoon' style to use in this 2D driving experience. The result might look simple but the whole thing moves with a good sensation of speed and nice details on the cels.

▲ It's Toyko instead of Manchester but the rain comes splashing down constantly bouncing off the cars and road. It's grim out East.

▲ Open the throttle and really crank the speed up and these lines start speeding over your head. The quicker you go, the more appear.

▲ The V.J. Mode lets you add flash camera effects, lighting, music and even scrolling words to the impressive replays.

▲ The most irritating DJ since that guy from *Ridge V* bellows out comments his on your driving. Why can't we switch him off?

Get set as Capcom roll out the **first ever** dastardly, **cel-shaded**, colourful, cartoon style **wacky racer...**

Auto Modellista

It's a novelty. Every racer these days seems to need one. Those straight down the line, left at the hairpin driving simulations are past their sell-by date. We need new ideas and new angles. So after the raft of crash simulators, cop chasers and destruction derbies, *Auto Modellista* is a genuine first - the only cel-shaded sim.

RALF'S KARTOON CLUB

It might be sound unusual to give these motors that hand-drawn look but the results are spectacular. The cartoon cars are crisp and clean, the tyre smoke and dust kicked up convincing and even those giant 'speed-lines' that whoosh overhead add to the special 'toon atmosphere. But don't be fooled, strip away the veneer of the cel-shading and *Auto Modelista* quickly looks about as conventional as you can get. Performance car racing, parts and upgrading, wins and grid placing; you've seen it all before. Add in the six constantly repeating tracks and it almost doesn't matter that there are 57 cars from 11 manufactures, because the upgrades are unlocked and added to the vehicles in the same way regardless of if you win races in a Subaru or Skyline.

Unusually for a PS2 game, driving is best done digitally because although the racing is reasonably realistic, the physics model lacks the complexity for weight shifting, inertia drift and all of those kind of terms that sit in the back of the unread manual.

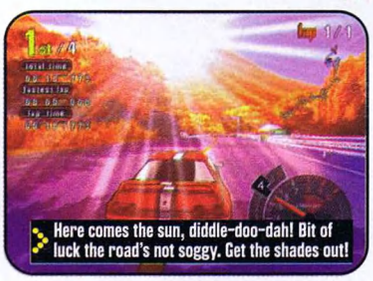
HELL IN A CEL

Whichever way you try it the handling is tricky and twitchy while the opposition AI seems more interested in killing you than winning its races. Perhaps it will be stronger online but at the moment *Auto Modellista* is a very pretty but clumsy novelty racing game.

Softography

These guys have also made...

Resident Evil (PS)	90%
Onimusha: Warlords	90%
Super Street Fighter 2	90%
Mega Man X6	70%
Everblue	25%
Devil May Cry	90%



Here comes the sun, diddle-doo-dah! Bit of luck the road's not soggy. Get the shades out!

The Best Bit

Those forgotten forms of racing, the downhill dash or hill climb make for tight, exciting hairpin-packed events.

UK Garage

The difficulty curve is very gentle and you don't buy your upgrades, they are gained at a frightening rate with every race win.

Every motor comes with the chance to add spoilers, stripes, bumpers and bonnets. You can even win new mirrors.

Your garage can be altered by adding posters, stickers and tyre racks. Quite why though is a mystery.

Add some advertising or create your own decal and stickers with the simple paint shop programme. Artsy fun.

This Japanese highway might make exciting racing in real life but it's pedestrian here.

Judgement

GRAPHICS The stylish cel shaded cars and backgrounds look good - especially in the replay.

GAMEPLAY Odd handling and suicidal AI make for a weird mix of arcade looks and tricky realism.

LIFESPAN The car modifications are nice but the core gameplay feels pretty light.

Smart cel-shaded style and bags of options can't conceal a 2D sim that out on the road can't keep up with the realistic racers.

Overall

65%

REVIEWER

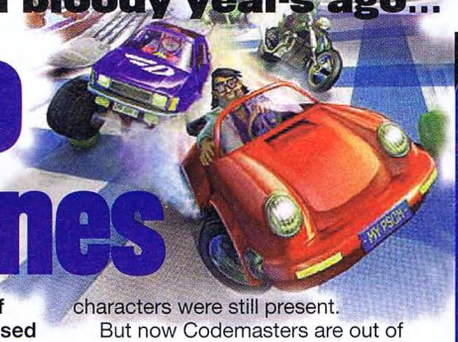
Jim McCauley

OUT: NOW

FORMAT: PS2
PRICE: £40
DEVELOPER: INFOGRAMES
PUBLISHER: INFOGRAMES
SPECIAL FEATURES: NONE
OTHER FORMATS: XBOX, GAMECUBE
CALL: 0208 222 9700
PLAYERS: 1-4

Who'd have thought **racing tiny cars** could be fun? Er, **we** did. **Ten bloody years ago...**

Micro Machines



Way back in the mists of time, *Micro Machines* used to be fun. Often infuriating, occasionally nightmarishly, slinging-a-joypad-across-the-room-and-screaming-obscenities maddening, but fun all the same.

This was back in the days of the Amiga and NES, you understand, and *Micro Machines* got it right first time. I still think the Formula 1 cars on snooker tables levels represent some of the best gaming ever.

SPIT AT POLISH

Micro Machines 2 was a minor 16-bit evolution. V3 is where it all started to go wrong, by shoe-horning in power-ups and an unnecessary 3D view that looked nice from a distance but skewed the controls something rotten. Still, at least all of the old characters were still present.

But now Codemasters are out of the picture, so you might expect an exciting reimagining of *Micro Machines*. Well, no. Infogrames seem to have taken *V3*, polished the graphics and put in 'hilarious' new characters. What's really annoying is that there's a time trial option in which you get a fabulous behind-the-car view, but there seems to be no way to actually use this in the races.

SUPER BOMBER FAN

The good old multiplayer option, where the first player to reach the edge of the screen scores a point, is still present, thankfully, as well as other more straightforward races. One fun addition is Bomb Tag, where you have to hold on to a ticking ticking time bomb for as long as possible, but pass it on to another player before it explodes. Interesting additions, but as I've mentioned, *Micro Machines* got it right first time. Every addition has been more of a dilution, and this latest iteration is the weakest of the lot. It doesn't even have Spider. Tsk.

Softography

These guys have also made...

Superman: Shadow of Apokolips	71%
Looney Tunes Racing	61%
UEFA Challenge	42%
Sheep, Dog 'n' Wolf	91%
Pac Man All Stars	38%
Grand Prix 4	91%

Tiny Tours

True to the *Micro Machines* ethos, the races take place in normal environments made exciting by the fact that you're really, really small.

Back to the beach, where you get to race all over some bald fat bloke who's been buried in the sand. He's not too bothered.

This isn't your normal *Micro Machines* location. It seems to be some hi-tech lab inhabited by the same bald fat bloke.

A pond, but it ain't your average pond. It seems to be some kind of spooky ghost pond filled with skeletons. Crikey.

▲ Some of the levels are full of familiar board games. Which might be more fun than this game.

Edgy Stuff

This is more like it - that old *MM* staple, the 'first to reach the edge of the screen' race. It looks like fun, but this is how fights start.

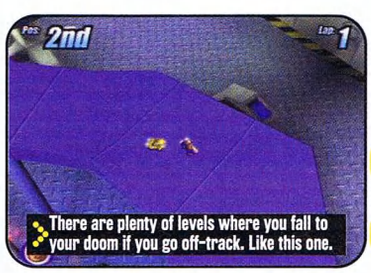
▲ Right. Here we go. This should be easy - just floor the thing and get ahead first.

▲ Ick! I forgot about the stupid 3D camera thing! And if you lag behind too far you're out.

"Let's have a really bright light bulb that gets right in the way!" Brilliant idea, fellas.

The Best Bit

Time Trial mode puts the camera right behind you. Why couldn't they use it for the rest of the single-player game?



There are plenty of levels where you fall to your doom if you go off-track. Like this one.

There's that bald fat bloke again. We rather like his rubber duckie.

Judgement

GRAPHICS Undeniably lovely to look at, although the cartoon characters are a little on the lame side.

GAMEPLAY You go fast. You can't see far enough ahead. You crash. Repeatedly. Maddening.

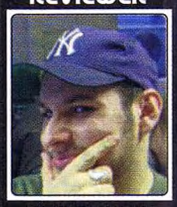
LIFESPAN If you took the time to memorise every course it might last some time. But will you?

A spot-on illustration of the hoary old adage - if it ain't broke, don't fix it. Years of pointless tweaking have spoiled a brilliant game.

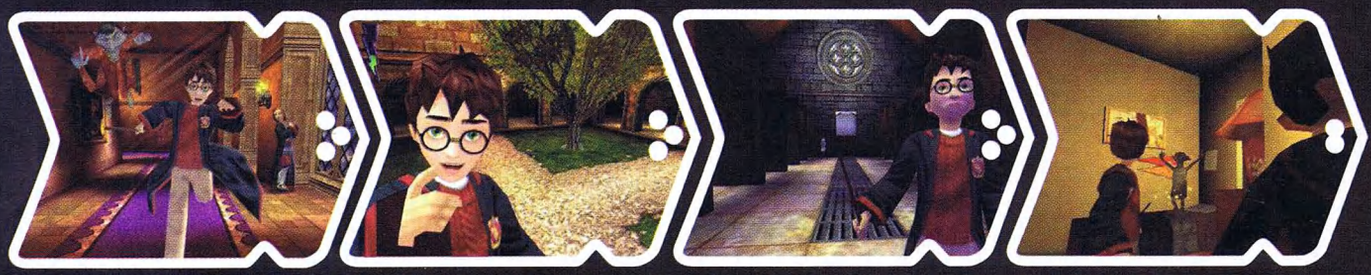
Overall

58%

REVIEWER



Neil Randall

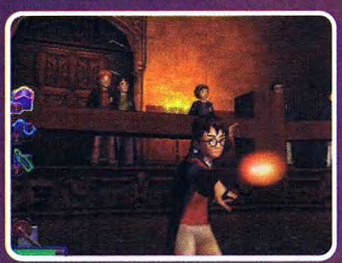


OUT: DECEMBER

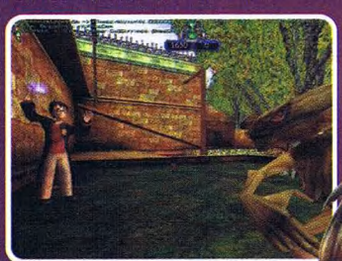
FORMAT: PC
PRICE: £40
DEVELOPER: KNOWWONDER
PUBLISHER: ELECTRONIC ARTS
SPECIAL FEATURES: NONE
OTHER FORMATS: PS, PS2 XB, GC, PC, GBA GBC
CALL: 09067 532253
PLAYERS: 1

Abracadabra!

Seeing as Harry's a wizard, it's worth mentioning that there's a new addition to the magic-casting system - backfire. No, not like a car exhaust, more the danger of overcharging your spells. Hold the button down too long and you run the risk of the spell misfiring, sometimes with dangerous or hilarious results.



▲ Lumos is good for lighting up dark dark areas, but will fizzle out if you hold on too long. And that'll leave you right up darkness creek.



▲ This little beggar is just dying for a taste of Flipendo! But wait too long and you'll get knocked right over on your arse.

▲ "I can't for the life of me think why but I'm getting this funny feeling that I'm being followed. can any of you lot see anything funny out there?"

▲ "So I says to my agent, 'Manny' I said, 'It's about time you got me a decent roll in one of those popular kids book movie franchises'. And what did he give me..."

The **holidays are over** and it's back to Hogwarts for Harry. But all is **not good in Potterland...**

Harry Potter and the Chamber of Secrets

It's that time of year again - no, not Christmas - Harry Potter-mas. How do we know? Well, it's time for the release of five distinctly different versions of *Chamber of Secrets* - oh and the film!

So how do things stand in PC land? Well, following the storyline of the film, you'll be on the quest to discover the Chamber of Secrets. After nicking the flying Ford Anglia and crashing it into the Whomping Willow, Harry starts his adventure by rescuing Ron, before heading over to Hogwarts for some devilish tests set by Gilderoy Lockhart. Complete these and you'll learn more spells, such as Rictusempra. Unlike the PS2 version, things are a lot more platform and puzzle-based, with secret passages to discover and bonuses to unlock.

POTTERY LESSONS

Controlling Harry is a cinch, with the spellcast function on the left mouse button and jump on the right. If you've got a nice PC, you'll be able to appreciate the detail on offer, particularly in the hallways of Hogwarts. Using the Lumos spell is great for examining those dark corners. And it's not only pupils, as you'll meet the likes of Draco Malfoy and his dad, Hagrid, Hermione and the big cheese, Prof. Dumbledore.

There's certainly plenty of fun in Potter World and although it's no *Morrowind* in the depth stakes, the lengthy challenge will delight Rowling disciples - young and old alike.

Spot the Scene

Touring the game, you'll notice that KnowWonder has stuck to the design brief quite closely - it's not hard to identify your surroundings, from the Forbidden Forest to Diagon Alley. Such authenticity helps breathe life into the game.

How pretty is that?! Even good old Hogwarts holds plenty of examples of this kind of lush graphical splendour...

...as you can see here. It's just one of the many dark corridors that worm their way around the spooky old school.

Hagrid's house is another easily recogniseable locale, tucked away at the edge of the school boundary.

Softography

These guys have also made...

Theme Park Inc	84%
SSX Tricky	94%
Freekstyle	74%
Agent Under Fire	75%
Medal of Honour Twin Pack	90%
Rumble Racing	73%

The Best Bit

Smacking seven bells out of that unruly brat known as Draco Malfoy. He's been asking for it since *The Philosopher'sStone*.

Judgement

GRAPHICS With a decent video card, everything looks super smooth and nicely judder-free.

GAMEPLAY A 3D platformer with puzzles galore and a few subgames thrown in for good measure.

LIFESPAN There's plenty to explore and plenty to collect from Wizard Cards and Bertie Bott beans.

Anyone who's seen the films or read the books will thoroughly enjoy this outing. Get your specs on...

Overall 72%

REVIEWER

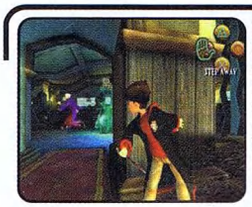
Neil Randall

OUT: DECEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** ELECTRONIC ARTS | **PUBLISHER:** ELECTRONIC ARTS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS, XB, GC, PC, GBA, GBC | **CALL:** 09067 532253 | **PLAYERS:** 1

Hocus Pocus!

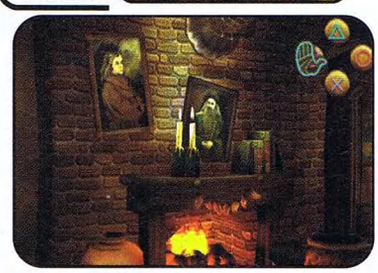
Magic is obviously a large part of the game, but using it isn't just limited to lighting up a dim room, or uncovering Bertie Bott's beans.

This giant gargoyle needs defeating before it chomps its way through the inhabitants of Hogwarts. Smokey.



Retreiving Ginny's school apparatus requires dodging this grumpy shop owner in Diagon Alley - cast Flipendo.

Once you've got her kit back, you can return to the shop to stock up on equipment for the school year at Hogwarts.



▲ There's a whole bag of detail to examine, but it's a shame that the paintings don't move like in the film.

Is **old basin-cut** the most recognisable **wizard** in the known universe? Certainly **looks that way.** Alakazam!

Harry Potter and the Chamber of Secrets

It's going to be a Potter Christmas and no mistaking. After a triumphant debut last year, it's likely that scooter wheels will clean up all over again, a huge chunk of which will be down to the PlayStation 2 version of *Chamber of Secrets*. (If you haven't heard, it's on just about every format you care to mention. And some you probably don't).

CHASE THE EXPRESS

So what gives? Well, if you've read the book, you'll be pretty clued up. After spending the summer at the Weasleys', you'll start the proceedings by helping Ron's mum de-gnome her garden. After spotting one of the little blighters, give 'em a taste of Flipendo, then chuck them over the wall as far as you can. Next up is a trip to Diagon Alley to hunt down Ginny Weasley's lost classroom equipment. Later on you'll have to rescue Ron from the Whomping Willow. The controls are intuitive, with a button for each spell, plus all the usual movement, sneaking and camera functions.

Softography

These guys have also made...

FIFA 2003	68%
NHL 2003	76%
Shox	60%
Agent Under Fire	75%
Medal of Honour: Underground GBA	47%
Cricket 2002 PC	45%

NEW TRICKS

Everything is extra-slick, from the bric-a-brac of Gambol and Japes, to the expansive corridors of Hogwarts. Collecting wizard cards and learning new spells adds to the fun - you can even call Hedwig for useful notes explaining how to defeat certain enemies or reach hidden areas.

Unfortunately, the game is also very piecemeal, offering a bunch of simplistic minigames that are sewn together to form the plot of the film. That's fine for the PSone version, but PS2 owners deserve something much deeper. Having onscreen instructions, rather than letting you suss out stuff for yourself soon becomes annoying - it's like being babysat through the game. And not being able to fly the Ford Anglia is the final insult. A right magical mess.

Spot the Difference

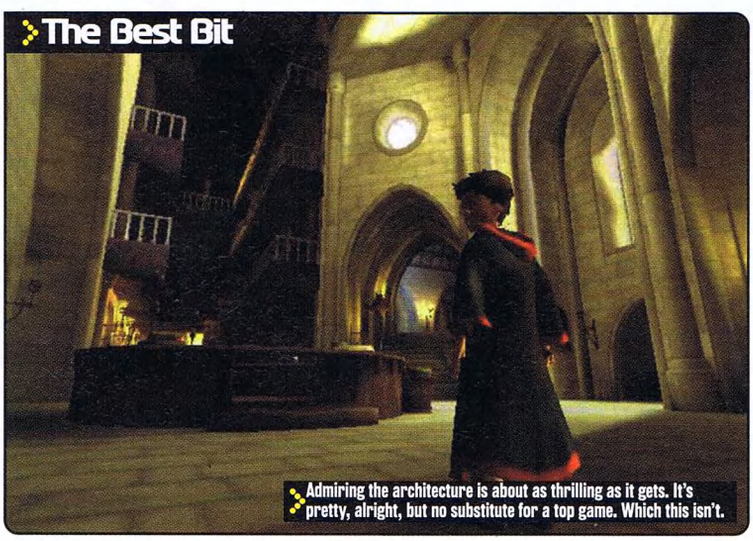
If you thought all versions of *Chamber of Secrets* were the same, think again. You'll find certain things differ between them.

▲ The PS2 version starts you at the Weasley's farm. But you don't get to fly the Anglia. Boo!

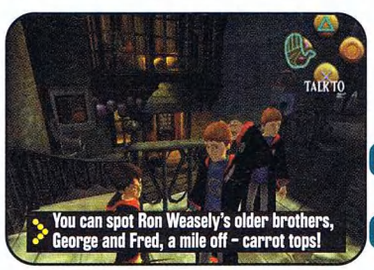
▲ The PC version doesn't have the trip to Diagon Alley that the PS2 port enjoys. Bit quiet though...

There are often hints that appear on screen - just in case you forget the controls!

The Best Bit



Admiring the architecture is about as thrilling as it gets. It's pretty, alright, but no substitute for a top game. Which this isn't.



You can spot Ron Weasely's older brothers, George and Fred, a mile off - carrot tops!

Keep running, you speccy fool! The minute he sees you, he'll blast you from the shop.

Judgement

GRAPHICS All the detail of J.K. Rowling's magical world, topped off with the usual PS2 polish.

GAMEPLAY Lots of little tasks to accomplish, but too easy and shallow for PS2 owners.

LIFESPAN A couple of days. You can always come back to replay all the minigames, though.

Lovers of Harry Potter (book or film) will enjoy the unfussy adventure the game kicks up, but it lacks depth. And that's a shame.

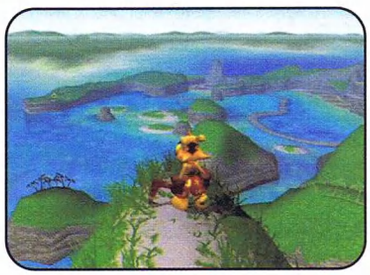
Overall 59%

OUT: NOW | FORMAT: PS2, XB, GC | PRICE: £35 | DEVELOPER: KROME STUDIOS | PUBLISHER: EA

Ty The Tasmanian Tiger

Looking for a **warm feeling** down under? A **stripy tiger** might help...

▲ Chomp your way through the crates to pick up your crystals. And just look at those puppies glow.



▲ One day son all this will be yours. No actually it will. Look at the view – I can see my house from here!

Strewth cobber, want to see how many Australian stereotypes can be fitted into one game? Well at least the developers are Aussies themselves so it's not quite as cringeworthy as it could have been.

But nestling in among all the bunyips and billabongs is a sweet-natured, half-decent little animal-based platformer. Although we must stress only *half* decent.

MARSUPIAL JOY

And that's a shame because it's got all the ingredients to make it a right pearler. The characters are charming and lead you on a journey through the endlessly obscure world of Antipodean wildlife, the scenery is lush and sumptuous - just like the down under landscapes it's based on, and the story is funny, engaging and surprisingly informative. It's just the gameplay that let's it down a bit, as it never veers too far from the well trodden path of jumping onto plinths, slapping baddies and collecting stuff.

There's the odd neat touch though. You don't punch your foe you chomp them, and your fave weapon is an upgradeable boomerang. It's just that around ever colourful corner lies a none-too-tricky challenge that leaves you thinking you've been there before. And that's a sad waste of great scenery.

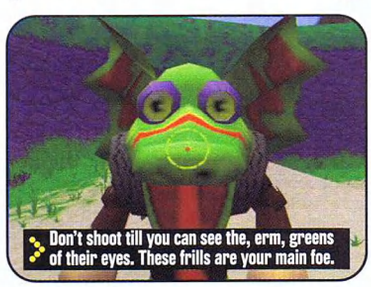
Vegemite Do!

Despite the somewhat overfamiliar platforming there are swagbags full of neat little touches that rescue this one from mediocre hell.

You're strolling on the beach when suddenly the quicksand sucks at your ankles. You'll have to dig yourself out with your 'rang.

You get to harrass poor little crabs for no apparent reason – although these skills come in handy for the herding later.

Fancy a quick lurch? Well all the restart points are shaped like dunnies – complete with wonky doors and bogroll.



Don't shoot till you can see the, erm, greens of their eyes. These frills are your main foe.

Judgement

GRAPHICS Lush, glorious and massively colourful – a lot like the real life Australian scenery.

GAMEPLAY Pretty easy to get your claws around but lacking just a little in depth and originality.

LIFESPAN The scenery and storyline will keep you going a lot longer than the gameplay.

It's so nearly a pretty fantastic game, and it has at least tried to be a tad different, but it still sadly lacks something in the newness stakes.

Overall 70%

REVIEWER: Roy Delaney

OUT: NOW | FORMAT: XBOX | PRICE: £35 | DEVELOPER: VISCIOUS CYCLE | PUBLISHER: TDK MEDIACTIVE

Robotech: Battlecry

Yeah, but what about *Transformers* or *Battle of the Planets*, eh?

▲ They're robots in disguise all right, but they're definitely not the droids we're looking for. Hmm.

▲ Always five, acting as one! Dedicated! Inseperable! Invincible! Hold on. This ain't *Battle of the Planets!*

Robots that turn into fighter planes. They really ought to make brilliant games, no? One long look at the likes of *Gun Metal* tells you that this ain't necessarily so.

So, *Robotech*. It seems to have been a popular cartoon in the 80s, but I don't remember it. Probably one of those really popular cartoons that never quite made it over here, because we were all quite happy with *Transformers* thank you.

It at least looks the part - it's gone for cel-shaded visuals that, true to the licence, make you feel that you're taking part in a cartoon. For pitched space battles you'll want to be in Fighter mode so that you can make the most of its long-range missiles. All too often you're faced with insurmountable odds, and there's a small range of mission types that offers little in the way of variety, and the goals that you need to complete in each are often woefully unclear. Prepare for lots of confusion, without the thrill of reliving a beloved cartoon classic, because you won't remember it. Well, I certainly don't.

Thunder! Thunder! Thundercats – no. Lion-O looked a bit like our Roy, y'know.

By the power of Greyskull! We remember lots of 80s 'toons. But not this one.

Judgement

GRAPHICS Wonderfully animated, but the third-person camera lets things down at times.

GAMEPLAY Plenty of shooting, and the transformy robot angle keeps things nice and varied.

LIFESPAN Loads of missions, but the lack of variety means you might not want to see the lot of 'em.

Great-looking but flawed adaptation of a cartoon you've never seen – which loses the nostalgia angle, but makes for a good robot romp.

Overall 69%

Enough old catchphrases. This is a fun little game, but there's better about.

REVIEWER: Jim McCauley

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Moby/In this world	GMTONE INTHISWORLD
Backstreet boys/It´s gotta be you	GMTONE ITSGOTTABEYOU
Cypress Hill/Lowrider	GMTONE LOWRIDER1
Rolling Stones/Miss you	GMTONE MISSYA
Safri duo/Sweet freedom	GMTONE SWEETFREE
Queen/The show must go on	GMTONE THESH
Whitney Houston/Whatcha lookin´at	GMTONE WHATCHA
E-Type/When religion comes to town	GMTONE WHENREG
Snoop dog/What´s my name	GMTONE WHATSNOOP
P.O.D/Boom	GMTONE BOOMPOD
Queens of the Stone age/ Gonna leave you	GMTONE GONNALEA
Shaggy/Hey sexy lady	GMTONE HEYSEXYLADY
Avril Lavigne/Skater boy(Sk8er boi)	GMTONE SKATERBOY
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Rainbow/I surrender	GMTONE ISURR
Lasgo/Alone	GMTONE ALONE
Supergrass/Grace	GMTONE GRACESUGR
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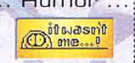

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The full list of compatible mobiles can be found on www.boome.co.uk. If you are not sure your mobile is compatible, please check your mobile manual.

HANDHELD HEAVEN

The very latest Game Boy Advance games all gathered together in one red hot section! Only in GamesMaster!

DEVELOPER: BITMAP BROS PUBLISHER: WANADOO PLAYERS: 1-2

Speedball 2

Back when you were still writhing around in a soiled nappy and preparing to make that life-defining choice between Action Man and Barbie, this game ruled the world.

Blessed with the best subtitle ever – *Brutal Deluxe* – and a violent attitude the like of which few games had yet tried, *Speedball 2* was an instant classic. Inspired by the film *Rollerball*, it's somewhat similar to American Football, but with more beheadings. Unfortunately, it's not aged terribly well and feels a little basic, but it's still lightyears ahead of most GBA sports games. A good time is guaranteed for anyone who thinks real sport is too gentlemanly.

▲ One of the most popular Amiga games is back.

▶ Design and upgrade your players for maximum carnage. Oooh, carnage!

Retro fans will be in blood-soaked heaven.

80%

DEVELOPER: HELIXE PUBLISHER: LUCASARTS/THQ PLAYERS: 1

Star Wars: The New Droid Army

So, *Attack of the Clones* – bit silly, really. But plenty of fighting, and therefore an excuse to make lots of games from.

The New Droid Army is set just after *Episode II*, and sees young Anakin, complete with shiny robot hand, dispatched to battle Count Dooko's android forces. It's an action adventure, set in familiar *Star Wars* locales, thankfully short on pixel-perfect jumps but blessed with plenty of lightsaberage, and for such a simple game is actually great fun to play. A polygon-based graphics engine lends far more life and movement to *NDA* and its characters than most GBA games of this type, and you're free to bust all manner of funky Jedi moves.

▶ He may be destined for the Dark Side, but that's no reason for Anakin to mow down innocent Jawas.

A superior *Star Wars* handheld game.

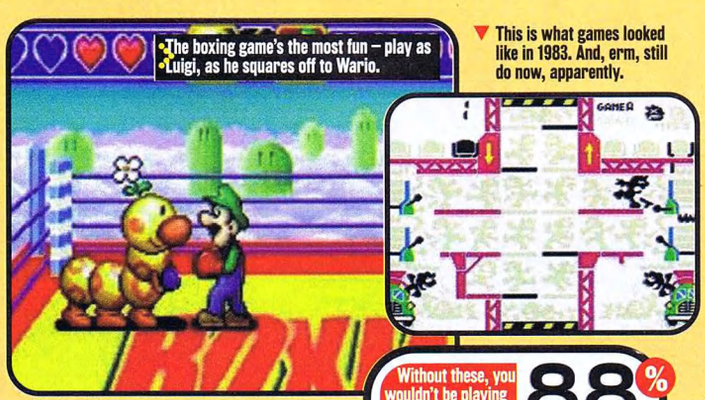
82%

DEVELOPER: NINTENDO PUBLISHER: NINTENDO PLAYERS: 1-2

Game And Watch Gallery Advance

What's this, six games on one cartridge? What a bargain, eh?

Well, not quite – it's six revived Nintendo LCD games from the 1980s, in both classic and full-colour modern versions, all featuring members of the Mario family. All six – *Fire*, *Boxing*, *Mario's Cement Factory*, *Rain Shower*, *Donkey Jr* and *Donkey Kong 3* – helped make Nintendo what it is today, and their addictiveness proves why. Sure, they're all very basic and repetitive, but ideal for a quick ten-minute play and always challenging, even to the most skilled player. The modern versions are generally more involving, as well as boasting some lovely graphics.



▼ This is what games looked like in 1983. And, erm, still do now, apparently.

Without these, you wouldn't be playing *Mario* today.

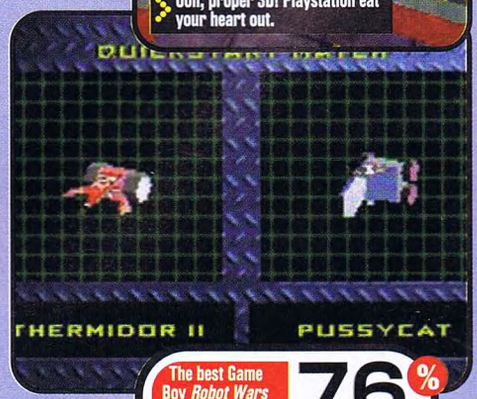
88%

DEVELOPER: DIGITAL ECLIPSE PUBLISHER: VU PLAYERS: 1

Robot Wars Extreme Destruction

Activate! *Robot Wars* games have never been exactly famed for being the height of gaming excellence, but this latest GBA outing does the series a few favours.

A proper 3D engine means *Extreme Destruction* looks ace, and can be rotated and spun about endlessly. Combat is a little bit random and fiddly to control, but the build a robot, multiplayer and challenge modes ensure it offers a decent lifespan, while digitised soundbites from Jonathon Pierce give it that authentic *Robot Wars* feel. There's a tragic shortage of bearded men weeping over their remote control shopping trolleys, however. Cease!



▶ Wannabe roboteers will delight at the chance to build their own robots.

The best Game Boy *Robot Wars* game yet.

76%

REVIEWERS: Alec Meer

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OUT: NOW | **FORMAT:** XB, PS2 | **PRICE:** £35 | **DEVELOPER:** SEGA | **PUBLISHER:** SEGA

REVIEWER: Roy Delaney

Big chunky people in compact, over-colourful arenas. Get the 10ps ready...

Hit a 'deadly killer kick' and the lights start flashing like you've stood up too quickly out of a hot bath.

Sega Soccer Slam

Quirky **comedy footy** anyone? Anyone at all? No? **Oh go on...**

Now I've never been noted as the most talented football gamer. As much as I love the things I've rarely scored a goal in open play. Yes, I'm that rubbish.

So if I told you that I managed to score in *Sega Soccer Slam* after only ten seconds of open play I think you'll start to begin to realise that this ain't exactly *Pro Evo*.

OK, so with its cartoony characters, sci-fi stadia and four-a-side teamage it was never intended to be a realistic kind of a game, but this one is so arcadey that you'll be stinking of fag smoke and scraping the chewing gum off the heel of your shoes before you know it.

It's mildy diverting for a while - a short while mind - but after a couple of its simplistic and unchallenging games you really won't care what happens next.

Its 'fun' mini games are clumpy and confusing, its commentary irritating and you really can't see it lasting too long before you take it to the games exchange. Pooh!

Judgement

GRAPHICS Big chunky and garish – yup, you can almost taste the arcade here. Get the chips in.

GAMEPLAY A simple bit of up down, button bashing with little to really test the gaming grey matter.

LIFESPAN Not greatly grand. Holds a modicum of novelty value, but once that wears off...

Less fun than a barrel of depressed squid, this one seems bad in theory but is somehow even worse than you imagined.

Overall 43%

REVIEWER

Thomas East

OUT: NOW | **FORMAT:** PSX | **PRICE:** £35 | **DEVELOPER:** PARADOX | **PUBLISHER:** ACTIVISION

Bigger than **Vader's pants** and duller than a Mon Mothma **mission briefing...**

Jedi Knight 2 Jedi Outcast

Qui-Gon, Obi Wan, Mace Windu and Yoda. As Jedi go, they're pretty damn mean when it comes to whupping the ass off some dark Sith Lord. Kyle Katarn on the other hand is a bit of a nonce.

After being given the boot from the Jedi Order for messing about in the Valley of the Jedi he's back working as a mercenary for the New Republic, and he's ditched his light sabre for a good ol' blaster. It's disappointing to say the least, and the opening few hours of *Jedi Outcast* are pretty boring because of it. There are miles of corridors to walk around but

Softography

These guys have also made...

Heretic	61%
Hexen	63%
Soldier Of Fortune	69%
Star Trek Voyager: Elite Force	60%
Hexen 2	65%
Heretic 2	68%

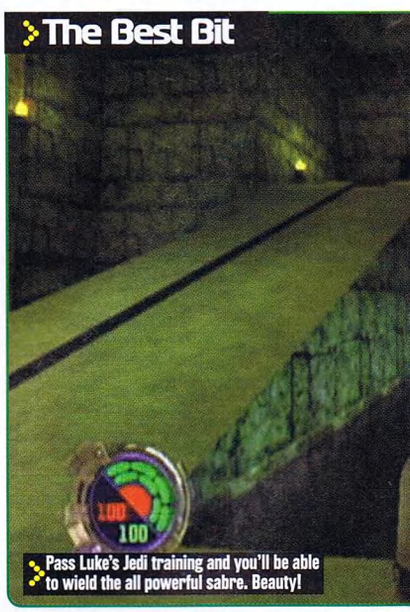
SABRE SKILLS

The sabre is by far the best weapon – mainly because it's powerful and it looks fantastic.

Deflect laser bolts back at your enemy. Whoosh!

You can chuck your sabre at far away enemies.

The Best Bit



Pass Luke's Jedi training and you'll be able to wield the all powerful sabre. Beauty!

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

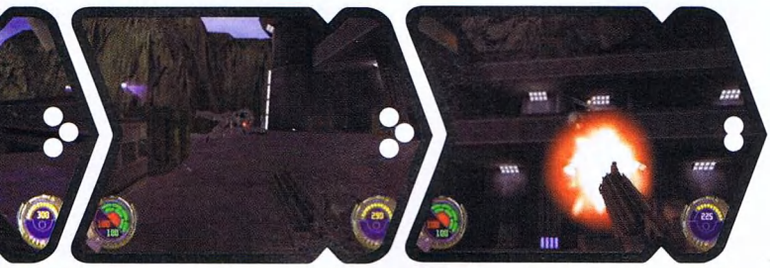
HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

GRAND THEFT AUTO VICE CITY	(PS2)	97%
UNREAL TOURNAMENT 2003	(PC)	94%
PRO EVOLUTION SOCCER 2	(PS2)	94%
TONY HAWK'S PRO SKATER 4	(PS2)	93%
RATCHET & CLANK	(PS2)	92%
COLIN MCRAE RALLY 3	(XB)	91%
YOSHI'S ISLAND	(GBA)	91%
RED FACTION 2	(PS2)	91%
HP & THE CHAMBER OF SECRETS	(GBC)	90%
ETERNAL DARKNESS	(GC)	89%
BLINX THE TIME SWEEPER	(XB)	88%

KINGDOM HEARTS	(PS2)	86%
STARFOX ADVENTURES	(GC)	84%
LOTR: THE TWO TOWERS	(PS2)	80%
ROCKY	(PS2)	80%
DIE HARD VENDETTA	(GC)	79%
DRAGON BALL Z: LEGACY OF GOKU	(GBA)	77%
DRAGON BALL Z: BUDOKAI	(PS2)	75%
FIFA 2003	(PS2)	68%
TERMINATOR: DAWN OF FATE	(PS2)	52%
XXX	(GBA)	50%
THE SCORPION KING	(PS2)	48%

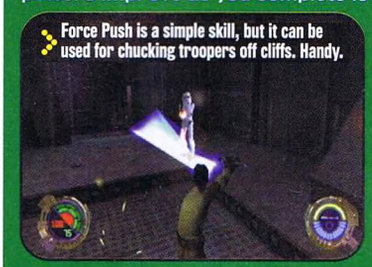
JEDI KNIGHT 2: JEDI OUTCAST



SPECIAL FEATURES: ..... MULTITAP
OTHER FORMATS: ..... NONE
CALL: 01895 456 700
PLAYERS: 1-4

Force Full

The weapons in *Jedi Outcast* are pretty dump – thankfully your force powers improve as you complete levels more than make up for that.



Force Push is a simple skill, but it can be used for chucking troopers off cliffs. Handy.

Force Lightning can be devastating – paralysing any enemies in its path.

the game just seems like a never-ending chore of switch flipping, door opening, walking and then even more switch flipping. And there are only so many Stormtroopers you can shoot with the same gun before you start getting really bored. Thankfully, though things do improve.

JEDI WANNABE

Half way through the game, you end up in the Jedi Academy, and it's here that you get your light sabre back as well as the force skills that make up for the games rubbish weapons. It's here that things start to get really good. The sabre duels with enemy Jedi can be quite thrilling at times, and the locations you find yourself in, despite being big, are a lot more dynamic. The trouble is, after playing the PC version, the Gamecube game seems to be a little lacking.

You don't have the precision of the mouse key/keyboard combination, and the lack of online play in multi-player means that one of the best features of the original is lost. Which is a tad of a shame really. It's by no means a bad game – but the translation to console hasn't worked as well as we'd hoped.

Judgement

GRAPHICS There are far nicer-looking shooters on the Cube. This is towards the bottom of the pile.

GAMEPLAY Very basic. Apart from the saber and force skills this is just a bog-standard shooter.

LIFESPAN It's very big. In fact, some levels are huge. There's even a half decent multi-player too.

It has its moments, particularly in the latter stages. Trouble is there's a whole lot of boredom to suffer in between.

Overall 79%

And if we've missed anything here's our...

Reviews Round-up

GHOST RECON: ISLAND THUNDER 67%

Slap that add-on to the original and you've more uber-strategic Cuban druglord bashing. Lose a team member and you lose the game. Unforgiving and a little under par - approach with caution.

FORMAT: PC BY: RED STORM ENT. PRICE: £20

ROLLER COAST TYCOON 2 79%

Long-awaited sequel to the one-man success story. Still top-notch fun, but really only a minor update - there's no true innovation, just more of the same. That said, it's still the bee's knees.

FORMAT: PC BY: CHRIS SAWYER PRICE: £25

BATMAN VENGENCE 35%

Junk. Soulless, insipid junk. The 'cartoon' graphics look crapola on the PC, there are too many gaming genres thrown in and the whole thing fails to raise the heartbeat. Sheesh.

FORMAT: PC BY: UBI SOFT PRICE: £20

FIFA 2003 85%

The beautiful game gets even more beautiful for PC. There's stacks of new animations - too many, in fact, as you often fail to interact with other players with enough accuracy. Still plays top though.

FORMAT: PC BY: ELECTRONIC ARTS PRICE: £30

PINK PANTHER: PINKADELIC PURSUIT 71%

Reminiscent of the MD/SNES original. Colourful graphics and a reasonable challenge, as you open more levels the more keys you collect. Hardly the cutting edge, but quite nice.

FORMAT: PSONE BY: WANNADOO PRICE: £9

DIGIMON WORLD 2003 77%

Sweet little RPG, unfussy, but with plenty of depth. In fact, it's pretty much *Pokémon*, although it moves very slowly - you'll need to be patient to get the most out of it, but it gets damn good later on.

FORMAT: PSONE BY: BANDAI PRICE: £25

GUNDAM: BATTLE ASSAULT 2 28%

Avoid like the plague. The animation's good, but it's a slow, dull excursion into the Gundam universe. We definitely smell the waft of a cash-in. Which means we're gonna flush it like the turd it is.

FORMAT: PSONE BY: BANDAI PRICE: £22

NEED FOR SPEED: PORSCHE 2000 & MOTO RACER 2 62%

Another double pack from EA , starring a couple of old racers. And it shows. While they're not the worst of the genre, PSone is capable of much more, although the price helps ease the pain.

FORMAT: PSONE BY: ELECTRONIC ARTS PRICE: £17

GUNDAM: FEDERATION VS ZEON 53%

Averago 3D shooter with ultra-short and ultra-dull levels. Piloting a huge Gear sounds like fun, but this really is an arcade game wrapped up in home-style garb. OK, but overall, a bit of a doglog.

FORMAT: PS2 BY: BANDAI PRICE: £35

FOOTBALL MANIA 45%

It's football. With LEGO. Minus the throw-ins, offsides, fouls and corners. Which makes it fun for one type of person - very young kids who don't play football. Interesting concept.

FORMAT: PS2 BY: SILICON DREAMS PRICE: £27

WRECKLESS: THE YAKUZA MISSIONS 72%

Xbox port that drums up automotive fun in half-hour slices. Bright and shiny, there's plenty to see and, indeed, smash to bits, but the novelty wears off pretty fast. Good multiplayer.

FORMAT: PS2 BY: BUNKASHA PRICE: £30

MAX PAYNE: PLATINUM EDITION 86%

Well, it's *Max Payne*, except with an extra-shiny coat and 20 notes lopped off the price. Which can't be bad. Leg it down to your local and pick up a copy. You've already got it? Good.

FORMAT: PS2 BY: 3D REALMS PRICE: £17

SUPER MARIO SUNSHINE	(GC)	95%
TIMESPLITTERS 2	(GC)	93%
BATTLEFIELD 1942	(PC)	89%
COLIN MCRAE RALLY 2.0	(GBA)	89%
BURNOUT 2	(PS2)	88%
WWE SMACKDOWN!	(PS2)	87%
NEED FOR SPEED: HOT PURSUIT 2	(PS2)	87%
HITMAN 2: SILENT ASSASSIN	(PS2)	86%
GRIDRUNNER ++	(PC)	85%
SMUGGLER'S RUN: WARZONES	(GC)	81%
QUANTUM REDSHIFT	(XB)	79%

URBAN YETI	(GBA)	76%
WAY OF THE SAMURAI	(PS2)	77%
EGGO MANIA	(PS2)	69%
KELLY SLATER'S PRO SURFER	(PS2)	78%
MX SUPERFLY	(N64)	65%
CRAZY TAXI 3	(PS2)	65%
SHOX	(PS2)	60%
TAZ WANTED	(XB)	58%
DRIVER 2 ADVANCE	(GBA)	48%
FROGGER ADVANCE: GREAT QUEST	(GBA)	44%
AIR RANGER: RESCUE HELICOPTER	(PS2)	40%

ONIMUSHA 2	(PS2)	90%
PINBALL CHALLENGE DELUXE	(GBA)	90%
WARCRAFT 3	(PC)	89%
SILENT HILL: INNER FEARS	(XB)	88%
TEKKEN 4	(PS2)	87%
THE THING	(PS2)	86%
GEKIDO ADVANCE	(GBA)	86%
CONFLICT DESERT STORM	(PS2)	85%
FERRARI 355 CHALLENGE	(PS2)	84%
MAFIA	(PC)	82%
BEACH LIFE	(PC)	82%

EJAY CLUB WORLD	(PS2)	78%
TUROK EVOLUTION	(XB)	76%
KLONOA BEACH VOLLEYBALL	(PS)	74%
MAT HOFFMAN'S PRO BMX	(PS2)	71%
LETHAL SKIES	(PS2)	65%
WWE RAW	(XB)	64%
CAPCOM VS SNK 2 EO	(GC)	55%
BRUCE LEE	(XB)	53%
MEDAL OF HONOR: UNDERGROUND	(GBA)	47%
RIDING SPIRITS	(PS2)	47%
EVIL DEAD: HAIL TO THE KING	(PS)	13%

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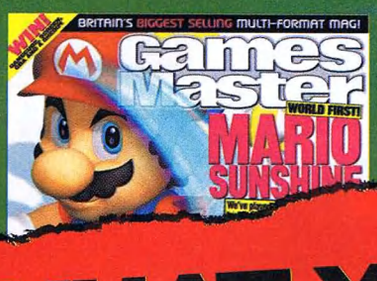

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HARD WAR

We've got a good steering wheel, the GBA has been **turned into a TV** and Harry Potter has joined **the third party.** It's all **going mad here...**

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AFTERBURNER

With the Afterburner you can light up the screen without having to clamp plastic to your GBA. The effect this internal light has is amazing, but we'd recommend getting it fitted by a pro - which will cost an extra tenner. Expensive but great.

From: Triton Labs
Contact: tritonlabs.com
Price: £35

85%

CUBE SPEAKERS

What can you expect from £40 speakers? We like the balls and the sound's okay at low volumes. But as soon as you ramp it to near full blast it sounds a bit nasty.

From: Herao
Contact: 01827 703082
Price: £39.99

69%

FOOTBALL SQUARE

Just like a real football match says the box. Rubbish! (Unless you play some odd form of tap dance footy) You just tap three buttons with your foot to pass, shoot or lob. Not as much fun as a dance mat. Pointless.

From: May Flash
Contact: 08707 456 005
Price: £12.99

25%

HARRY POTTER PAD

He's got seven games out this Crimbo. Isn't that enough? Clearly not. Now you've got to have the speccy little one staring at you on a pad. It looks horrible, and the D-pad is nasty, but it is nearly as comfy as Sony's official pad.

From: Thrustmaster
Contact: 020 8665 1881
Price: £12.99

65%

SOUNDSTATION 51

Soundstation has gone all posh. These offer high budget Dolby Digital surround sound and they sound great, but as with all 5.1 speakers, they're well expensive.

From: Logic 3
Contact: 020 8902 2211
Price: £299.99

88%

GAME DOCTOR

This can repair ruined games! Spray some water on your disk (sprayer included), clamp it in, spin the handle and it'll fix it if the scratches aren't too deep.

From: Digital Innovations
Contact: digitalinnovations.com Price: £29.99

83%

TV TUNER

This should be the best peripheral ever! With this you can watch telly on your GBA! Sounds great, but as with all tiny telly's, getting a good reception is tricky.

From: Blaze
Contact: 0905 121 1000
Price: £69.99

69%

WILLIAMS WHEEL

At last! A great wheel for all consoles. With four programmable sensitivity modes, this handles brilliantly on any racing game from *Colin McRae 3* to *F1 2002* and *Gran Turismo 3*. The heavy duty pedals won' t slip or give you achilles pain and with some adjustable plastic wing-type things it fits onto your lap perfectly. The best wheel around.

From: Joytech
Contact: 01753 496 700
Price: £39.99

92%

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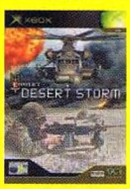

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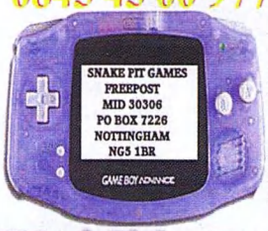

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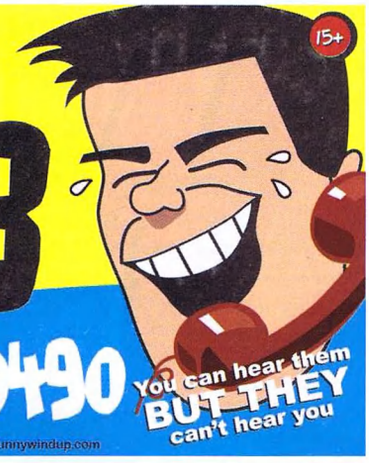

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720070	Romeo Dunn	Romeo
720068	James Dean	Daniel Bedingfield
102493	Like A Prayer	Madhouse
102491	Lovin' Is Easy	Hear'Say
102492	Alone	Lasgo
720069	Half A Heart	H & Claire
100985	Anyone Of Us	Gareth Gates
102466	Black Suits Comin'	Will Smith
102391	Underneath Your Clothes	Shakira
101843	I Need A Girl	P Diddy
102489	In My Place	Coldplay
720071	Do You See The Light	Snap vs Plaything
102390	Automatic High	S Club Juniors
102393	A Thousand Miles	Vanessa Carlton
102494	Rainy Dayz	Mary J Bligh
102211	The Logical Song	Scooter
102541	Girl The Bad Guys Want	Bowling 4 Soup
102226	Hot In Here	Nelly
102535	Oh Boy	Cam'ron
795435	Livin' It Up	Ja Rule ft. Case

RING TONES

SELECTOR

101976	Attack Of The Clones 1
101975	Attack Of The Clones 2
795900	Lord Of The Rings 1
795901	Lord Of The Rings 2
405294	Auf Wiedersehn Pet
405134	Big Brother
405400	Scooby Doo
405330	A Team
405341	Casualty
405349	Eastenders
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WIN!

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Hawk's a lordy! It's Christmas! It's a time for giving apparently. Funny, we thought it was a time for getting fat, watching Bond films and playing loads of games. Anyway, with all that giving in mind, we've teamed up with our mates at Activision to give you loads of top Tony Hawk's prizes.

And the best news is you won't even have to wait until Christmas to get your hands on them. Yep, win this competition and you could get all the consoles before Christmas! Answer the simple question below and if you get lucky you'll get your hands on an Xbox, GameCube, PS2, GBA and a copy of Tony's latest skater, the brilliant *Tony Hawk's Pro Skater 4* for each console. It got a massive 93% last issue.

But that's not all. Usually we give away consoles and games. But seeing as it's Christmas, we thought we'd treat you. You can also win some Hawk Clothing, endorsed by the god of knackered knees himself.

All you have to do is answer the simple question below, fill in the form on your right, stuff it in an envelope and get it all to us by 20th December. We'll get your prize to you in time for Chrimbo. Merry Hawksmas!

QUESTION?

What is Tony Hawk's nickname?

a) Big Bird
b) The Birdman
c) The Ostrichman

If you want to buy anything in the Hawk Clothing range call:
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*board not included

MARIO PARTY 4

What is the Princess called in Mario games

a) Peach
b) Apricot
c) Nectarine

WIN!

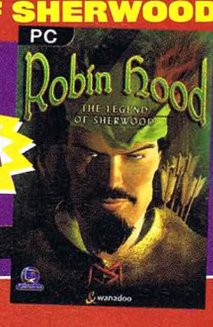
3 COPIES TO BE WON

ROBIN HOOD: LEGEND OF SHERWOOD

Who was Robin Hood's tall mate?

a) Big John
b) Little John
c) Prince

WIN!



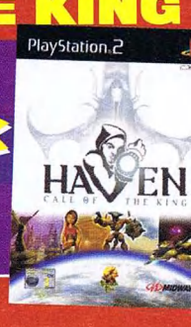
5 COPIES TO BE WON

HAVEN: CALL OF THE KING

Who is the Lord in Haven

a) Vetch
b) Fletch
c) Mellbury

WIN!



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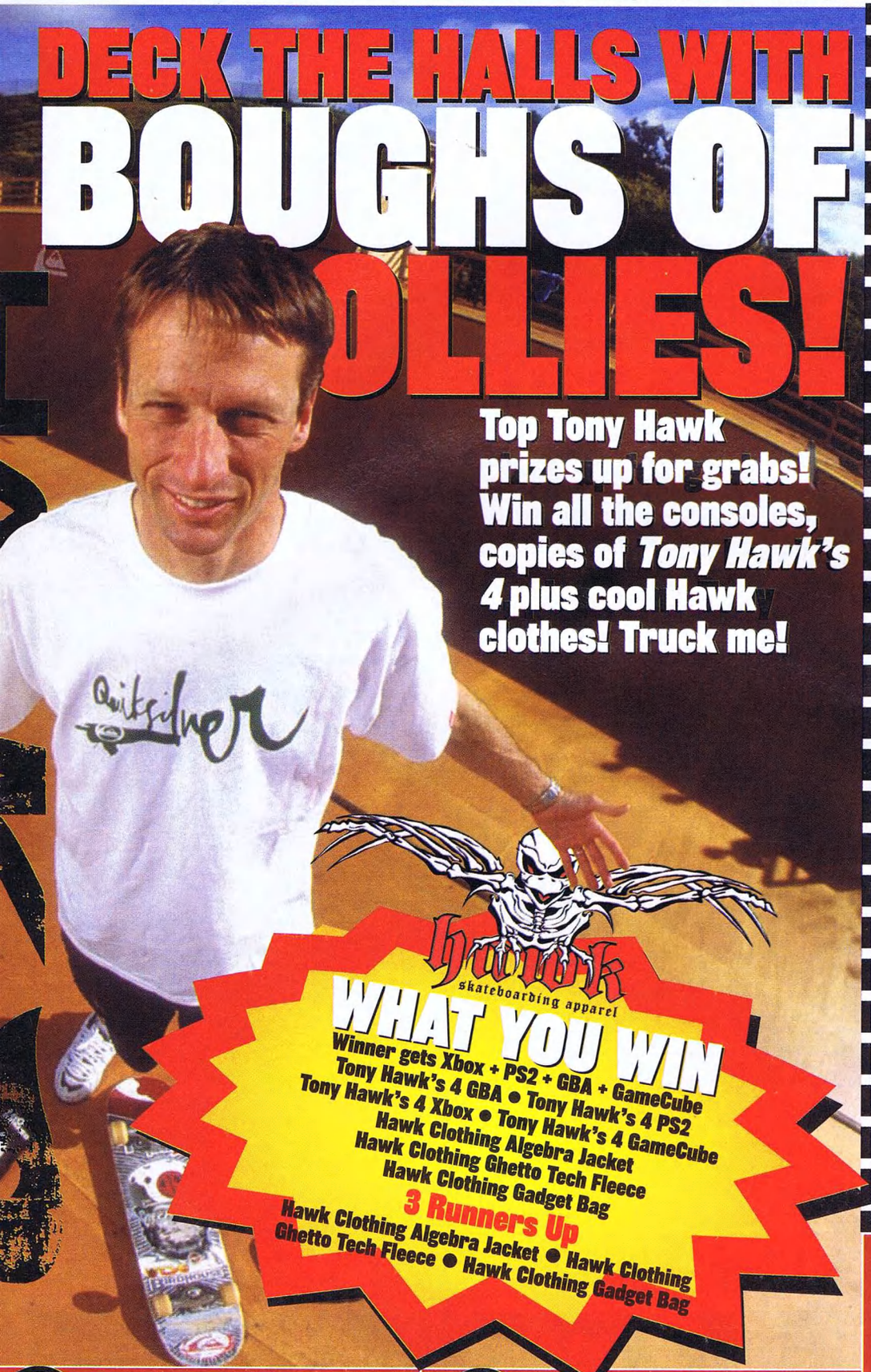
DECK THE HALLS WITH BOUGHS OF OLLIES!

Top Tony Hawk prizes up for grabs! Win all the consoles, copies of *Tony Hawk's 4* plus cool Hawk clothes! Truck me!



hawk skateboarding apparel

WHAT YOU WIN

Winner gets Xbox + PS2 + GBA + GameCube Tony Hawk's 4 GBA ● Tony Hawk's 4 PS2 Tony Hawk's 4 Xbox ● Tony Hawk's 4 GameCube Hawk Clothing Algebra Jacket Hawk Clothing Ghetto Tech Fleece Hawk Clothing Gadget Bag

3 Runners Up

Hawk Clothing Algebra Jacket ● Hawk Clothing Ghetto Tech Fleece ● Hawk Clothing Gadget Bag

ENTRY FORM:

Tick the boxes next to the correct answers and send us the coupon by 20 December 2002. Or copy everything down on a postcard. Sorted!

... Fill it in!

Name _____

Age _____

Address _____

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E-mail address _____

Telephone _____

PS2 - What is Tony Hawk's nickname?
a) Big Bird ☐
b) The Birdman ☐
c) The Ostrich Man ☐

GC- What is the Princess called in Mario games??
a) Peach ☐
b) Apricot ☐
c) Nectarine ☐

PC- Who was Robin Hood's tall mate?
a) Big John ☐
b) Little John ☐
C) Prince ☐

PS2- Who is the Lord in Haven?
a) Vetch ☐
b) Fletch ☐
c) Mellbury ☐

GBA- What is Lara's new PS2 game called?
a) Tomb Raider Angel Of Darkness ☐
b) Tomb Raider 6 ☐
c) Tomb Raider Next Gen ☐

XB- Who is Tom Clancy?
a) Footballer ☐
b) Author ☐
c) Musician ☐

Please tick this box if you do not wish to be contacted by Future Publishing or other carefully screened companies. ☐

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There is no cash alternative to the prizes. Or potato crisps.
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ISSUE 125 WINNERS!

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Euan Hathorn, East Kilbride.

Mafia
Melvin Magaby, Liverpool. Stewart Edwards, Middlesex. A Wright, Dawlish. Andrew Micklethwaite, Wakefield.

Medal of Honor Underground
Andrew Fraser, West Lothian. Natalie Crown, Ipswich. Owen Davies, Wigan. Kris Etridge, Kent. Nathan Sweet, Warwick.

Turok Evolution
Tom Clarke, Suffolk. Martin Moran, Preston. Tony Owen, Letchworth. Damien Garvey, Ripon. Jack Matusiewicz, Woodborough.

Klonoa Beach Volleyball
Paddy McHugh, Glossop. Sam Richardson, Blyth. Stephen Laide, Co Kildare. Rebecca Holliday, Carlisle. Leon Morrison, Bucks.

Mat Hoffman's Pro BMX
Simon MacGiy, Inverness. Chris Redford, Middlesex. Michael Treeves, Bucks. T Harkness, Stow-On-The-Wold. Richard Gills, Gloucestershire.

TOMB RAIDER: THE PROPHECY

What is Lara's new PS2 game called?

a) Tomb Raider: Angel of Darkness
b) Tomb Raider 6
c) Tomb Raider Next Gen

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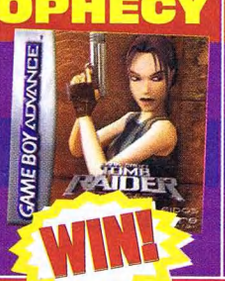

SPLINTER CELL

Who is Tom Clancy?

a) Footballer
b) Author
c) Musician

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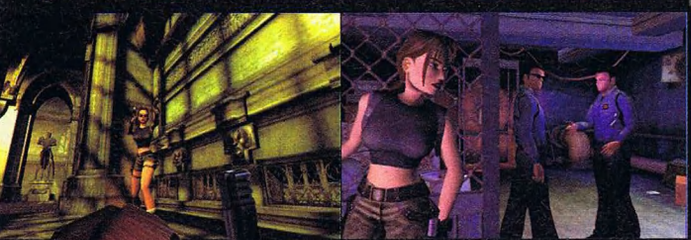
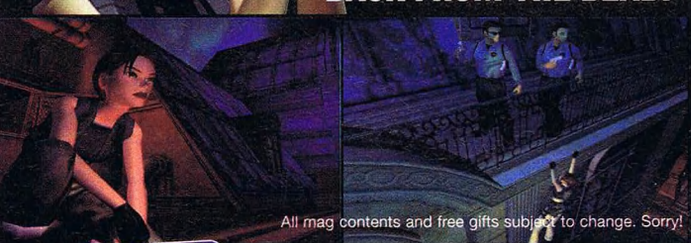


LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

BACK FROM THE DEAD!



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Subscriptions Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 7BR. Tel: 01458 271184

Distributed throughout the UK Newstrade by Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel: 0207 907 6000

Overseas Distribution by Future Publishing Ltd. Tel: 01225 442244

Print Southernprint, Unit 17-19 Factory Road, Upton Industrial Estate, Poole, Dorset, BH16 5SN.

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B = 0 2

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Blade 2
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Breath of Fire 4
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Broken Sword 2
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Burnout 2

C = 0 3

C&C: Red Alert
C&C: Red Alert 2
C&C: Retaliation
C&C: Tiberian Sun
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Cossaks: European Wars
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing
Crazy Taxi
Cricket 2002

D = 0 4

D. Nukem: Time to Kill
Dark Cloud
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
Dead or Alive 2
Dead or Alive 3
Delta Force: U. Warfare
Desert Storm (Conflict)
Destruction Derby Raw
Deus-Ex
Devil May Cry
Die Hard Trilogy
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Digimon World 3
Dino Crisis
Dino Crisis 2
Dino Stalker
Disc World 2
Discworld Noir
Disney's Dinosaur
Doom
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z: Final Bout
Dragonball Z: Leg. Goku
Dragonball Z: Ult. Bat.22
Draken: Ancient Gates
Driver
Driver 2
Dropship
Duke Nukem 64
Duke Nukem: L.of Babes
Dune
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5

Ecco the Dolphin
Eighteen Wheeler
Empire Earth
Enclave
Escape Monkey Island
Evil Dead
Extermination
Extreme G 3

F = 0 6

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FIFA 2001
FIFA 2002
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Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Fire Blade
Formula 1 2001
Forsaken
Freekstyle
Frontline (M. of Honor)
Fur Fighters

G = 0 7

G1 Jockey
Gangsters 2
Gauntlet: Dark Legacy
Genma Onimusha
Giants: Citizen Kabuto
Golden Sun
Goldeneye
Gran Turismo
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto 3
Gravity Games
GTA: London 1969
Gun Metal
Gundam Battle Assault 2

H = 0 8

Half Life
Halo
Harry Potter
Harvest Moon
Headhunter
Hercules
Heroes of M&M III
Heroes of Might & Magic
Hidden & Dangerous
Hitman 2: Silent Ass.
Hogs of War
Hunter: The Reckoning

I = 0 9

In Cold Blood
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 1 0

J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: Goldeneye
James Bond: T.W.I.N.E.
Jedi Knight 2
Jedi Power Battles
Jurassic Park: Lost World

K = 1 1

Kessen 2
Knockout Kings 2002
Koudelka

L = 1 2

L. of Kain: Soul Reaver 2
Legacy of Kain
Legend of Dragoon
Legend of Zelda
Legends of Wrestling
LMA Manager
LMA Manager 2001
LMA Manager 2002
Lost Kingdoms
Louvre: The Final Curse
Luigi's Mansion

M = 1 3

Mafia
Mario Kart Super Circuit
Mario Sunshine
Martian Gothic
Master of Olympus
Mat Hoffman's Pro BMX
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
Medal of Honor
Medal of Honor Front.
Medal of Honor Underg.
Medal of Honor: All. Ass.
Medieval: Total War
MediEvil
MediEvil 2
Men in Black
Men In Black 2 Alien Esc.
Metal Gear Solid
Metal Gear Solid 2
Midnight Club
Mike Tyson Boxing
Mission Impossible
Monkey Island (Escape)
Moto GP
Moto GP 2
Mummy Returns
Munch's Oddysee
MX 2002
MX Rider

N = 1 4

Necronomicon
No-One Lives Forever

O = 1 5

Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback

P = 1 6

Parasite Eve 2
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R = 1 8

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Rallisport Challenge
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S = 1 9

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Spiderman 2
Spiderman The Movie
Spy Hunter
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SSX Tricky
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State of Emergency
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Stuntman
Sudden Strike 2
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Syphon Filter
Syphon Filter 2
Syphon Filter 3

T = 2 0

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Technomage
Tekken 2
Tekken 3
Tekken 4
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Top Gun: Combat Zones
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Turok 2
Turok: Evolution
Twisted Metal Black

U = 2 1

Ult.F.Champ: Throwdown
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V = 2 2

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V-Rally 3

W = 2 3

Warcraft 3: R. of Chaos
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Way of the Samurai
Wipeout Fusion
World is not Enough
World's S. Police Chases
Worms 2
Worms Armageddon
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Wreckless: Yakuza Miss.
Wu Tang:Taste the Pain
WW2: Prisoner of War
WWE Wrestlemania X8
WWF Raw
WWF Smackdown
WWF Smackdown 2
WWF Smackdown 3 J.B.I.
WWF War Zone

X = 2 4

X Men Mutant Academy2
X-Files

Z = 2 6

Zelda
Zelda: Links Awake. DX
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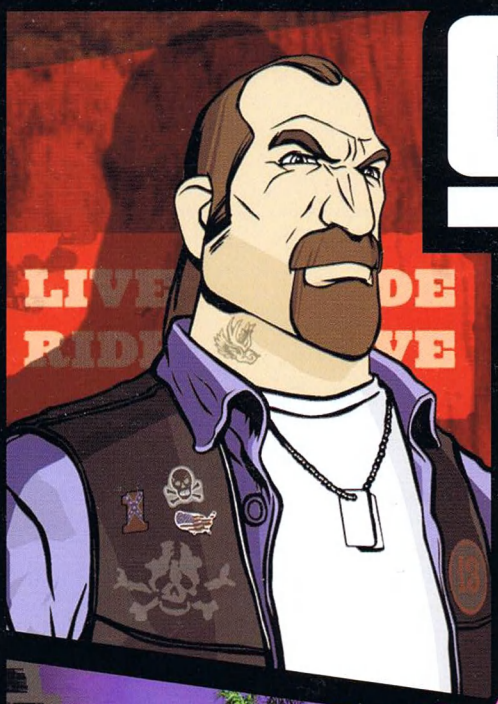

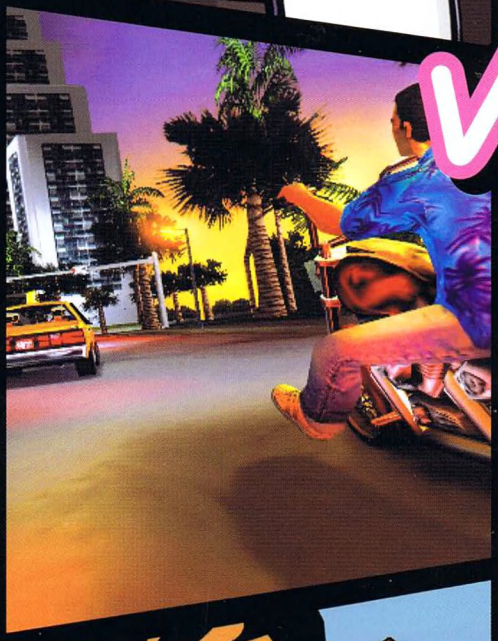

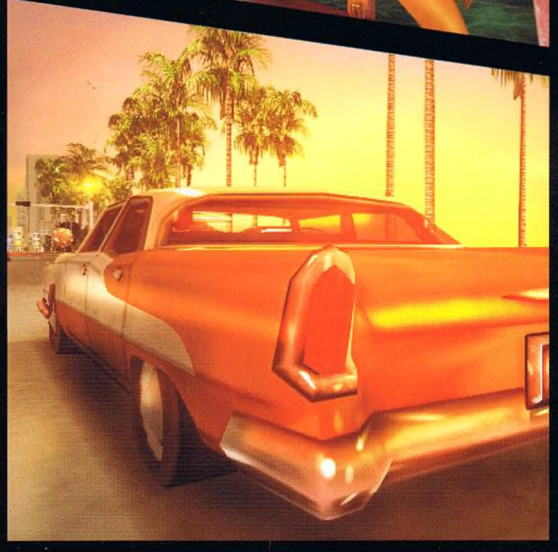

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